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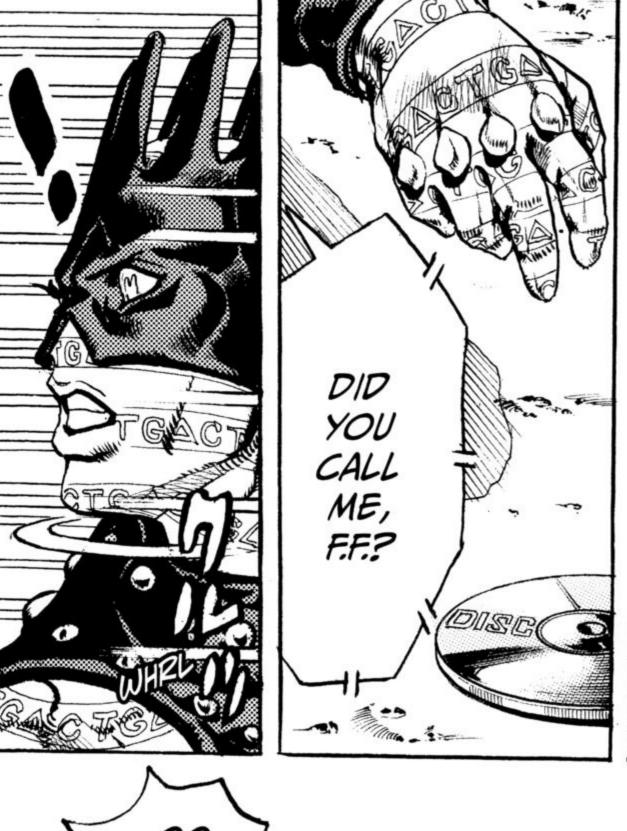


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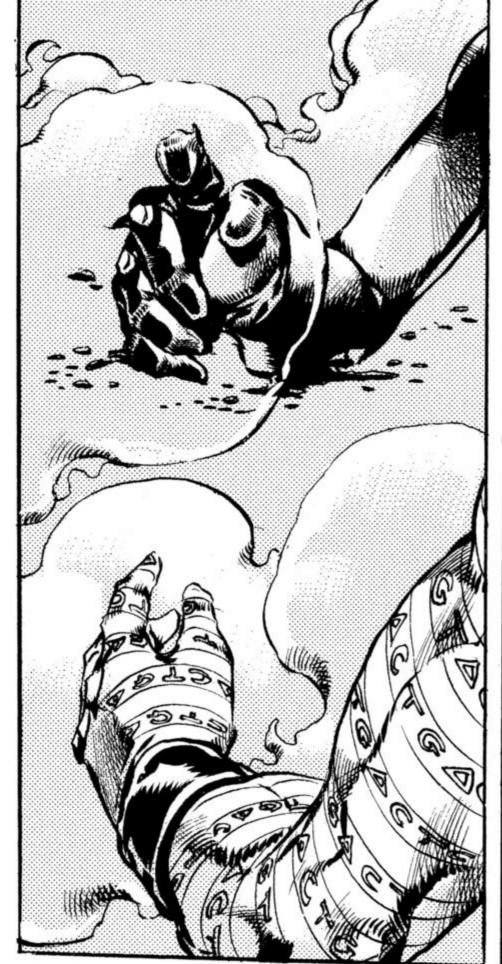






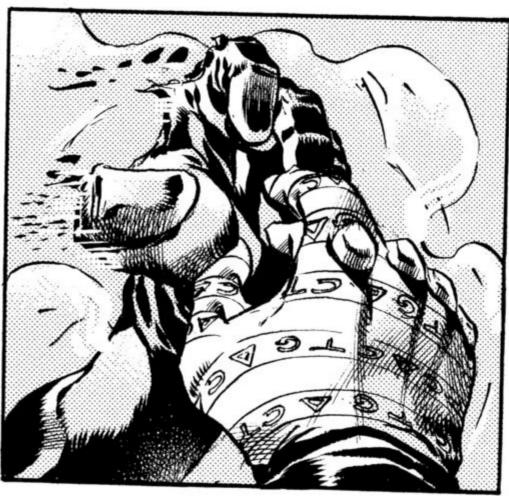














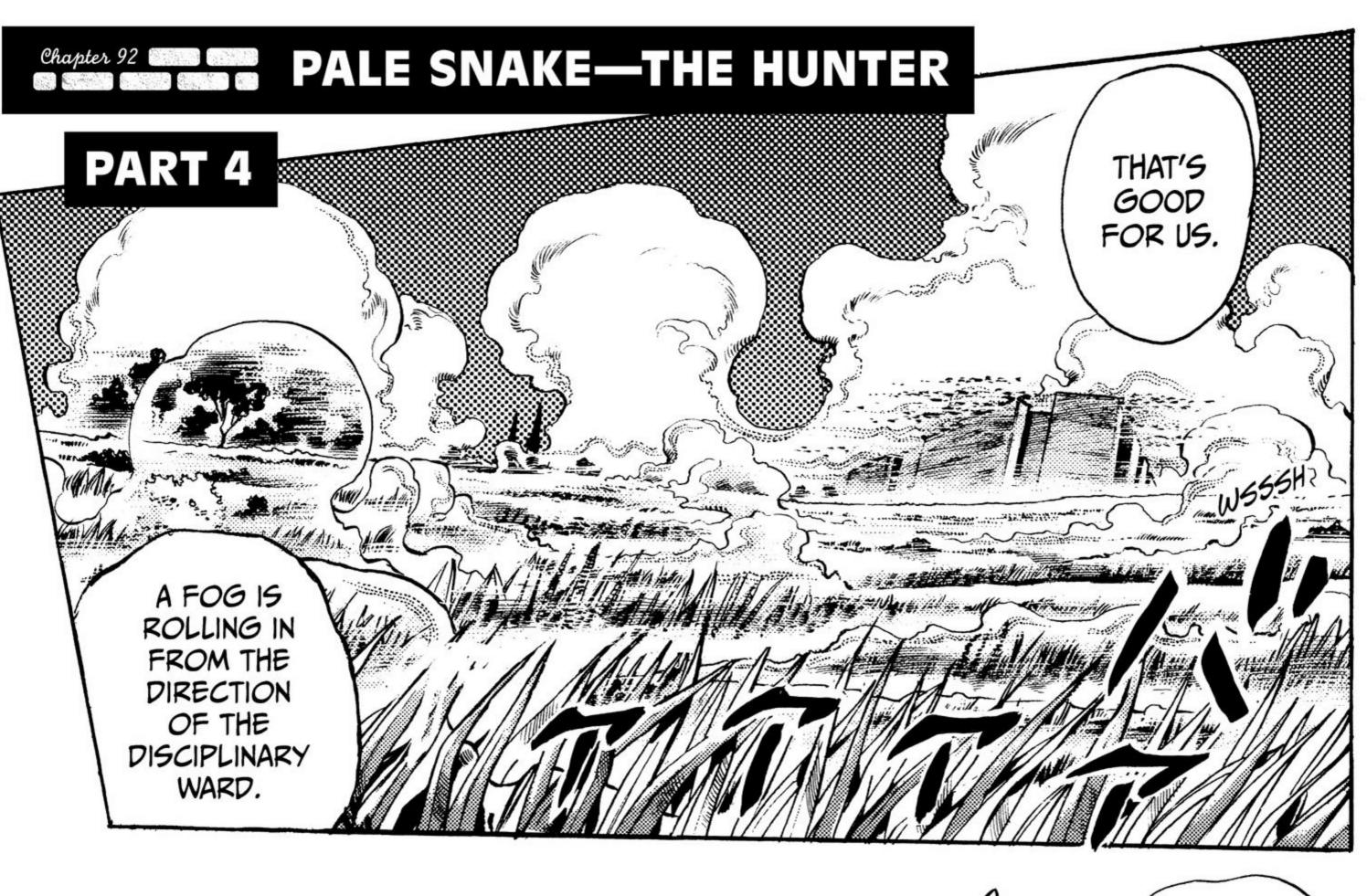


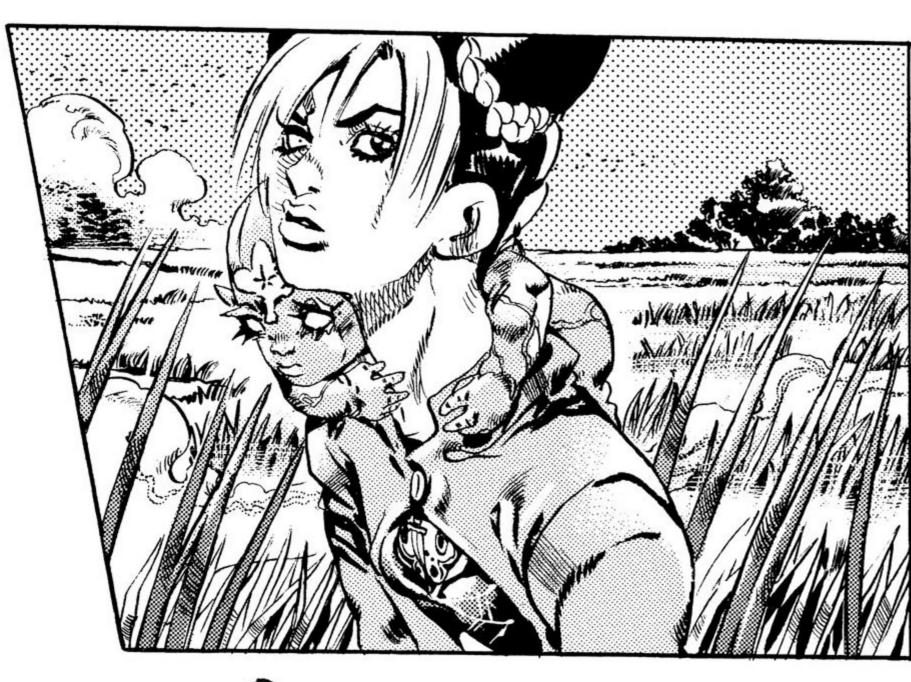




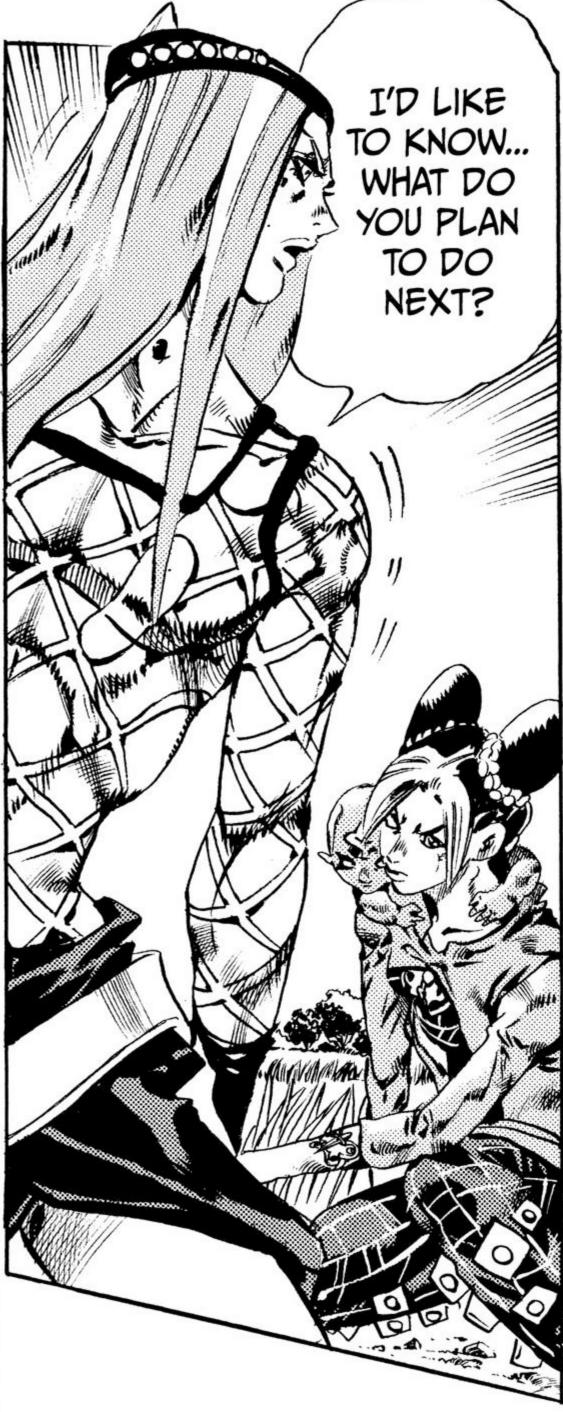




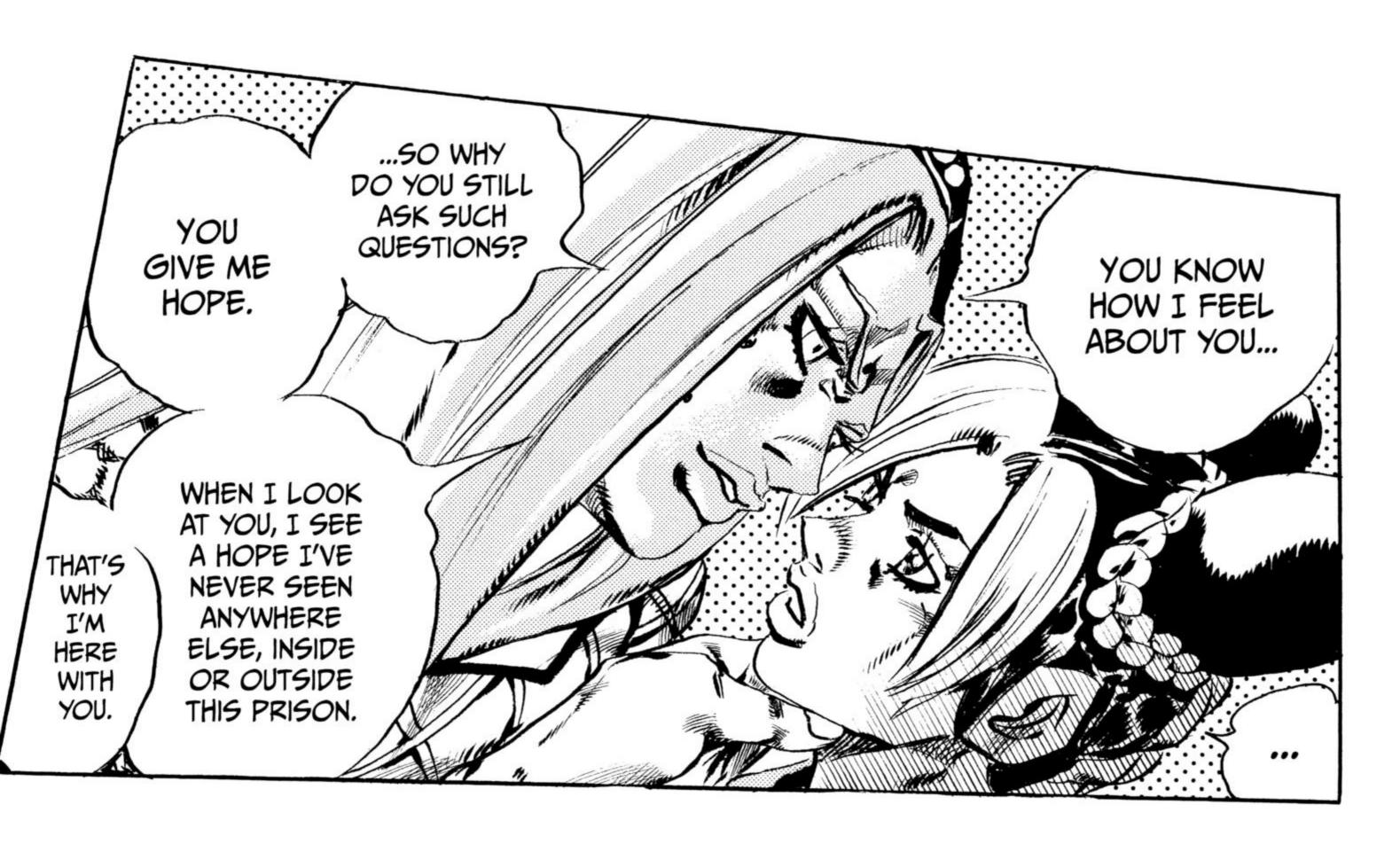


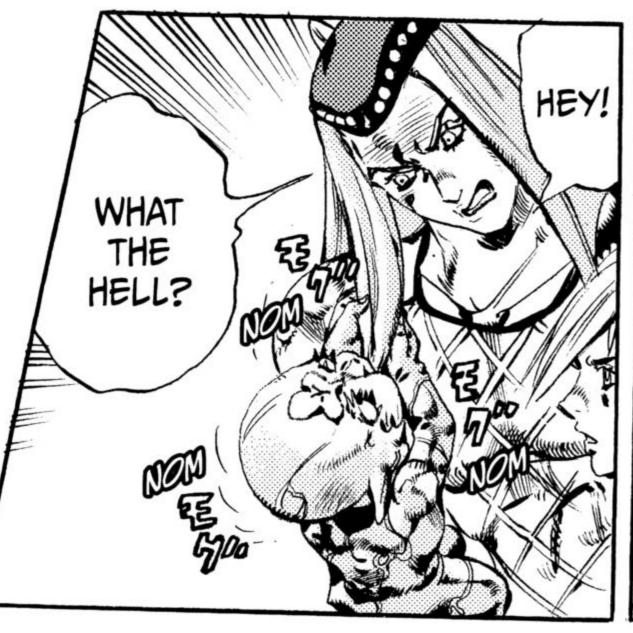






















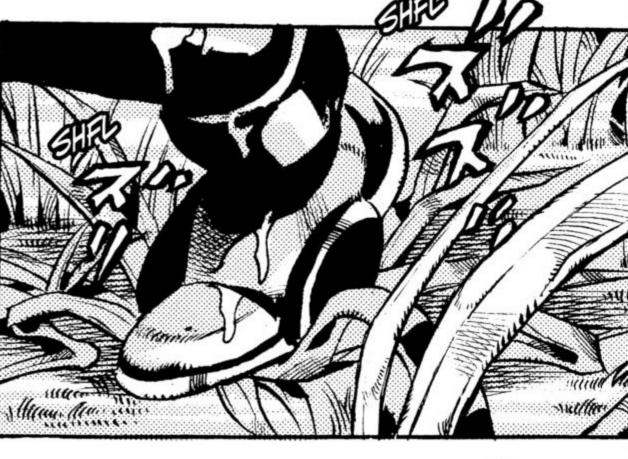












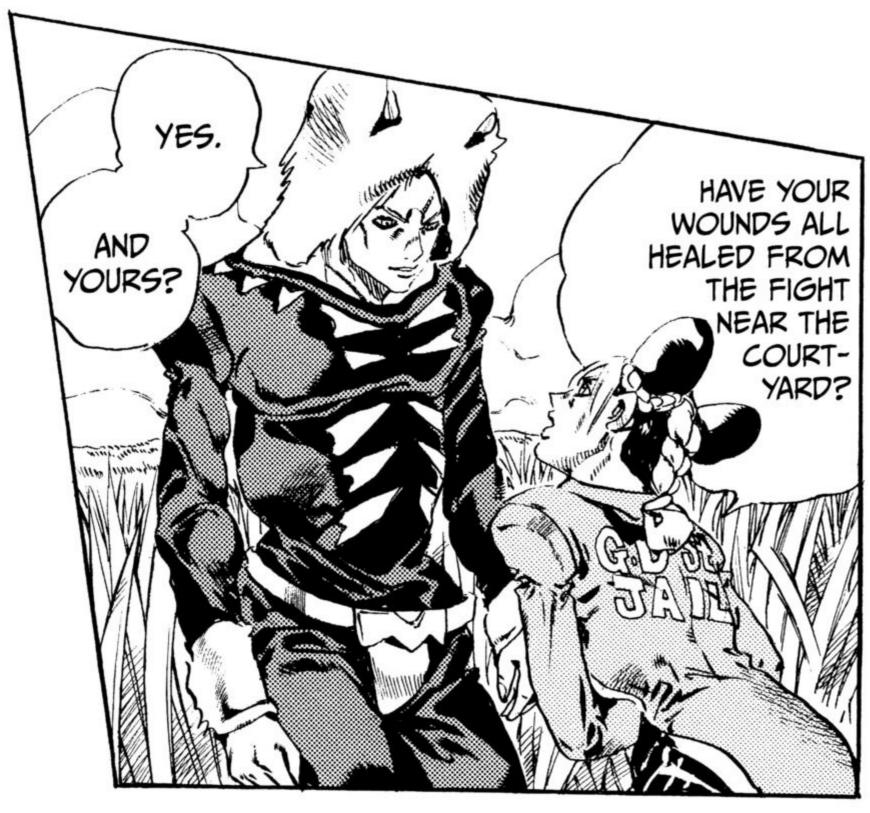










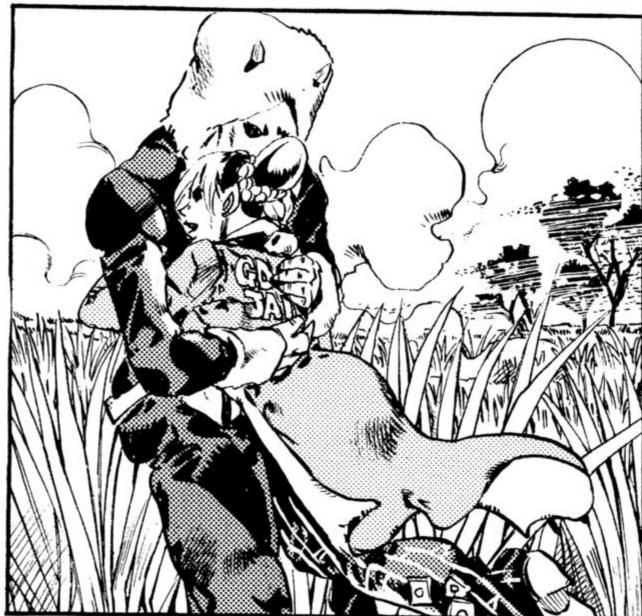








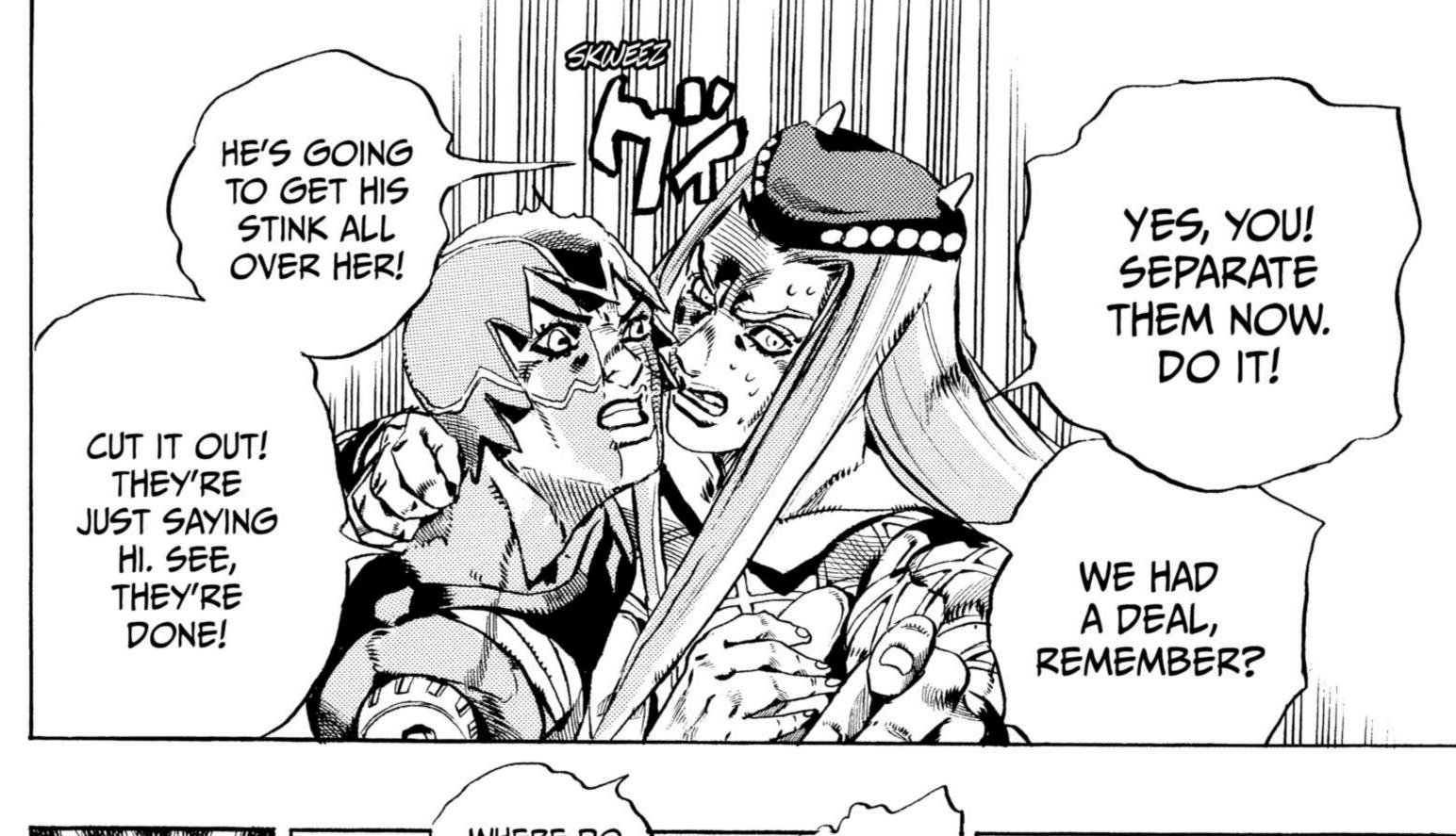






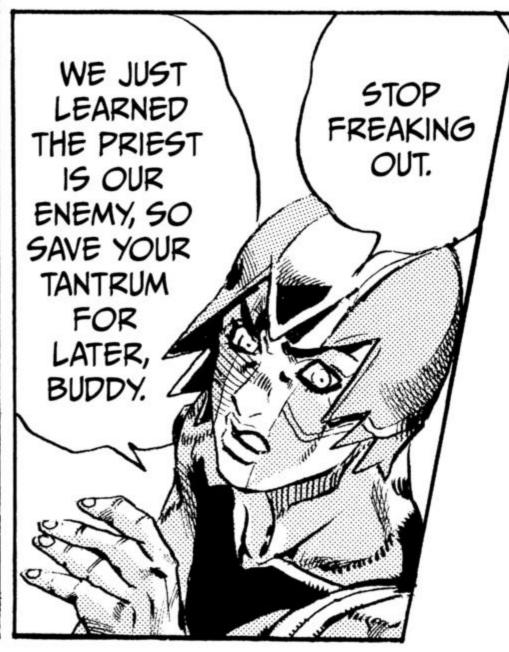




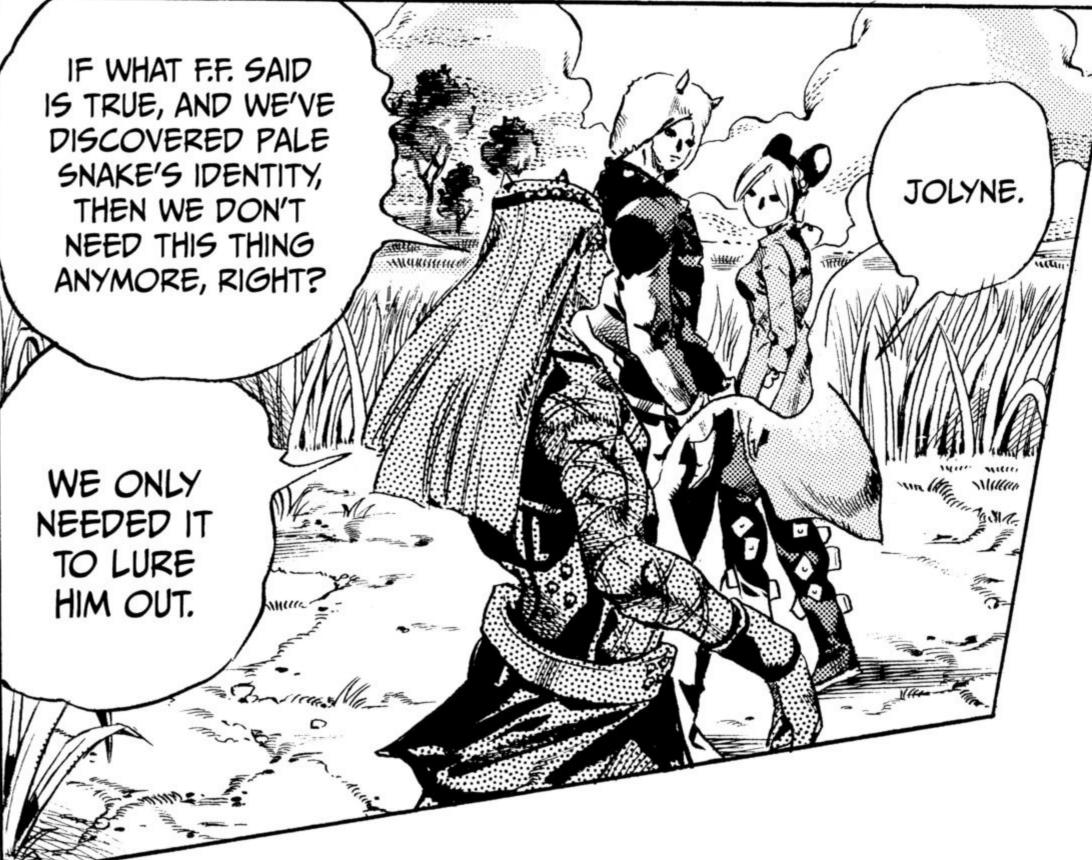








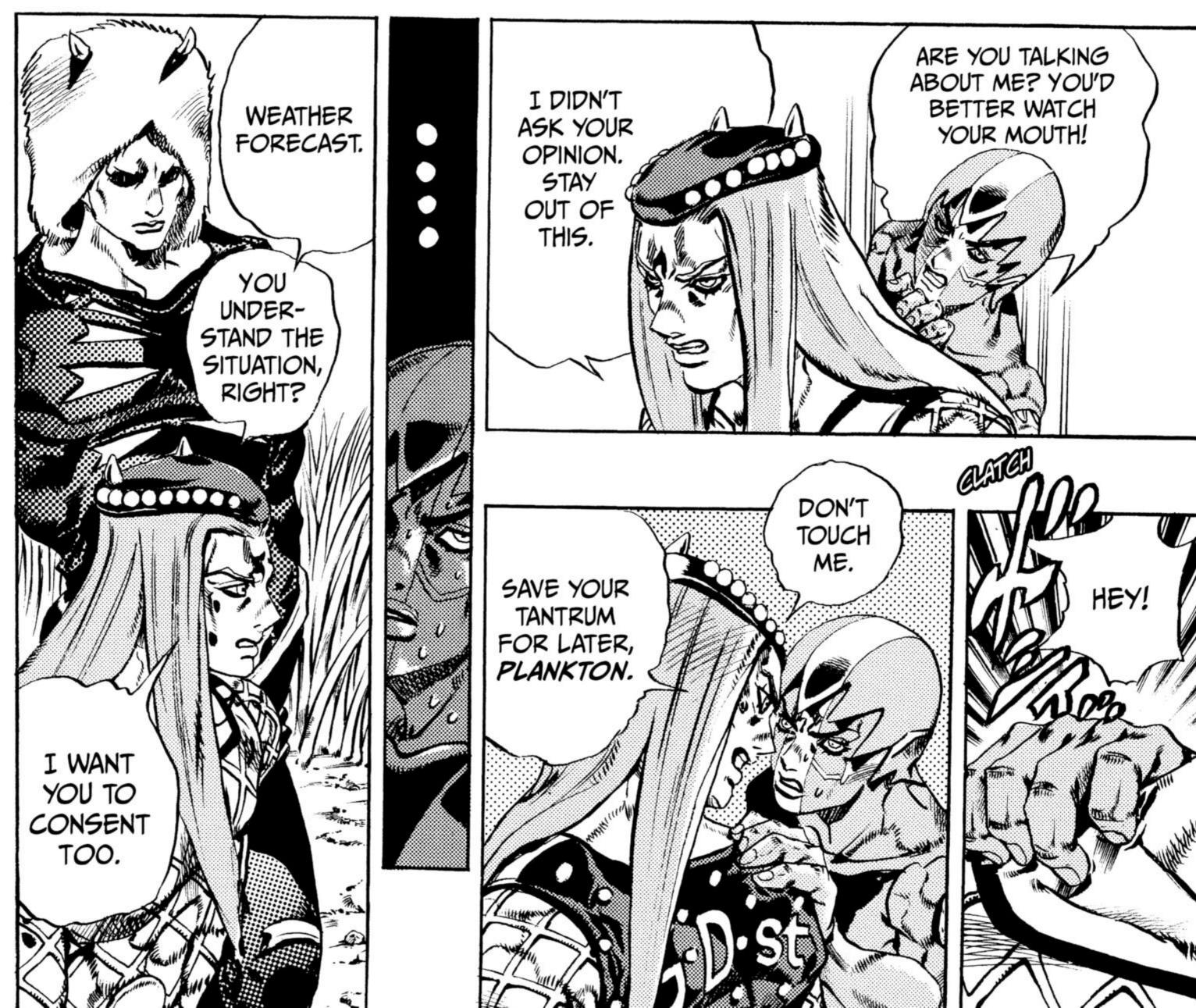


















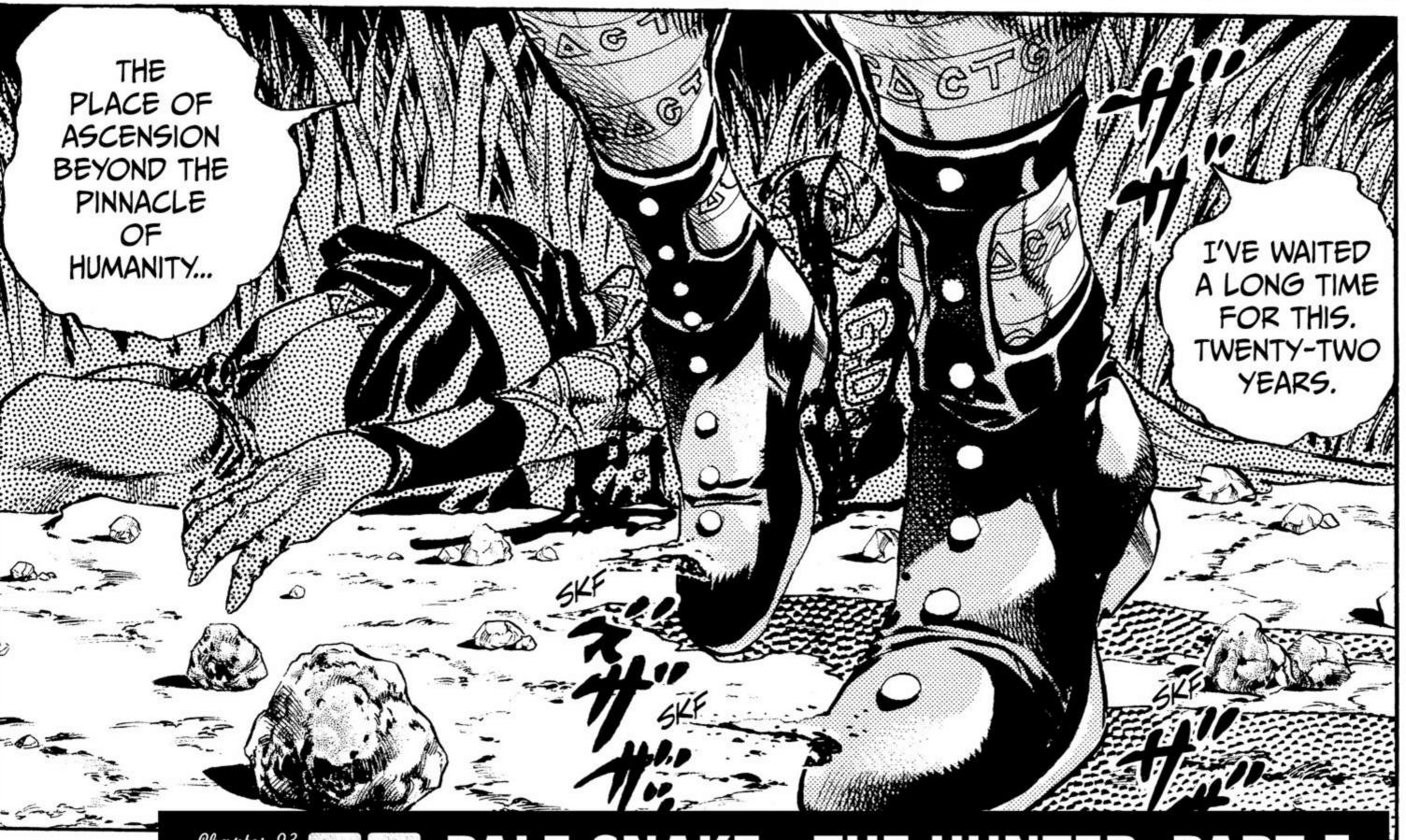


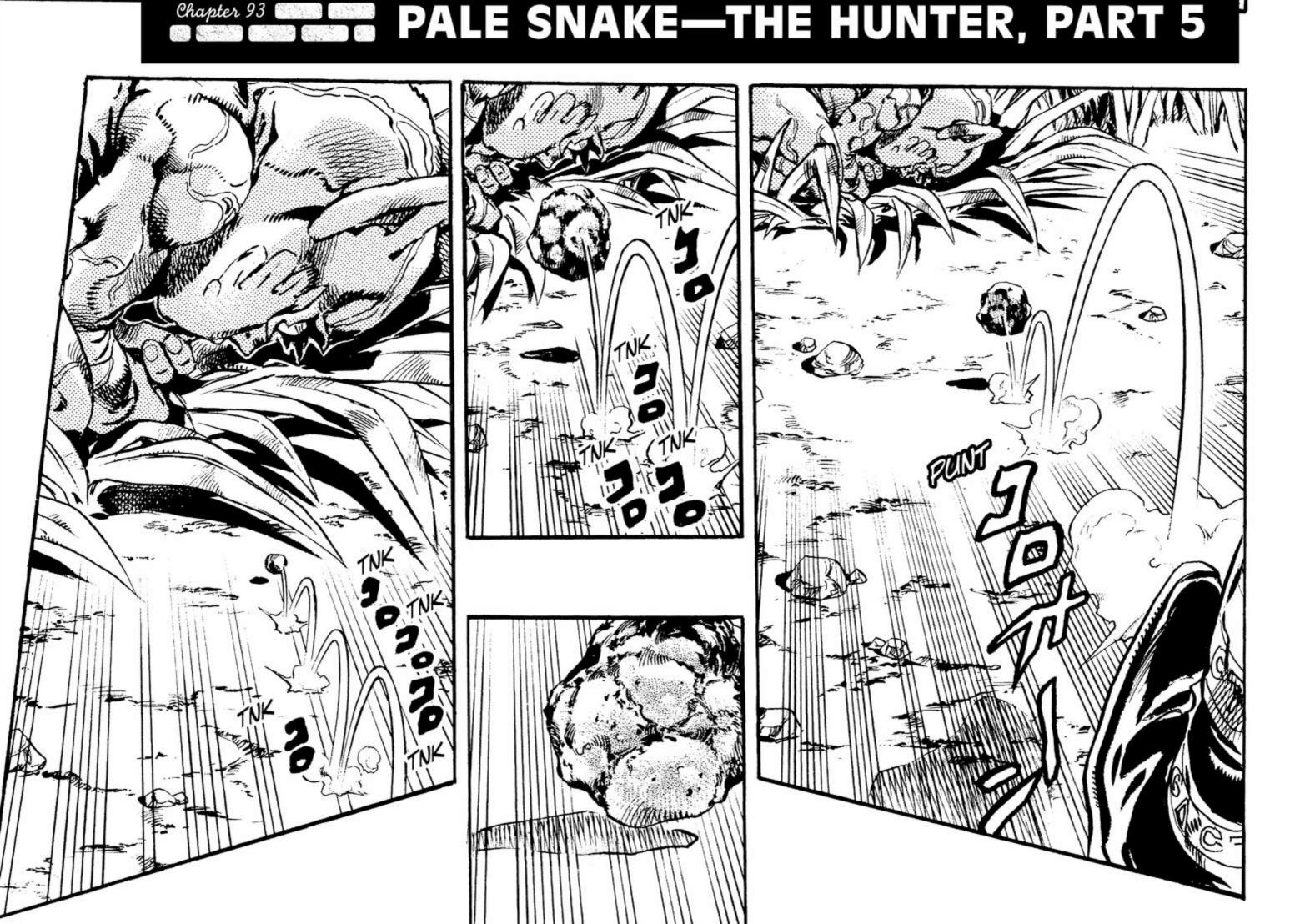






































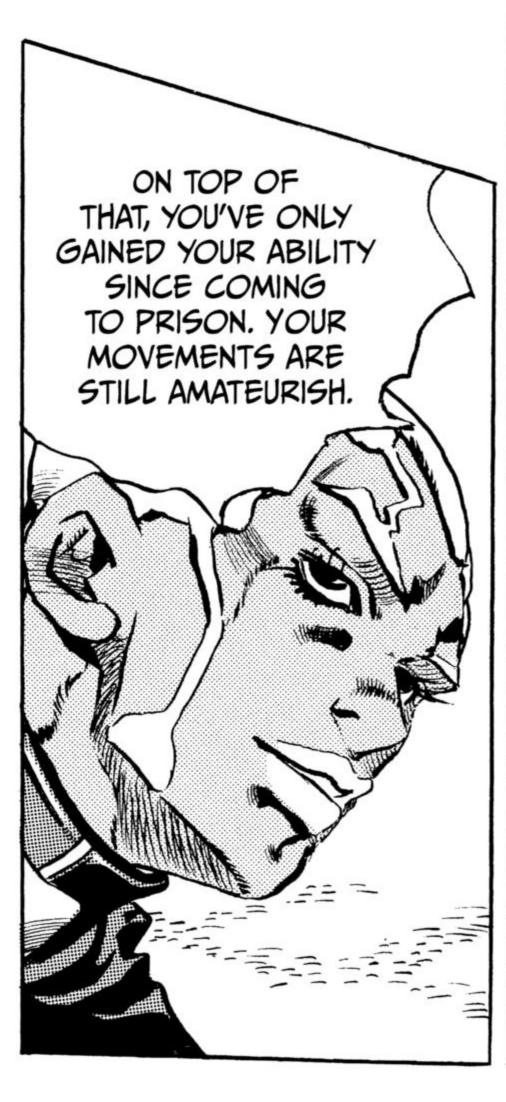






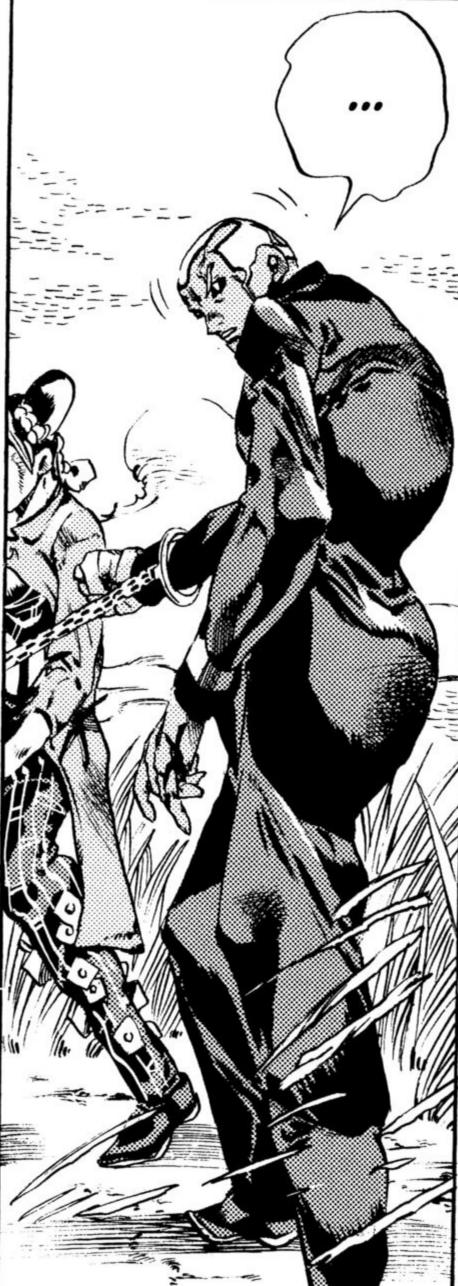












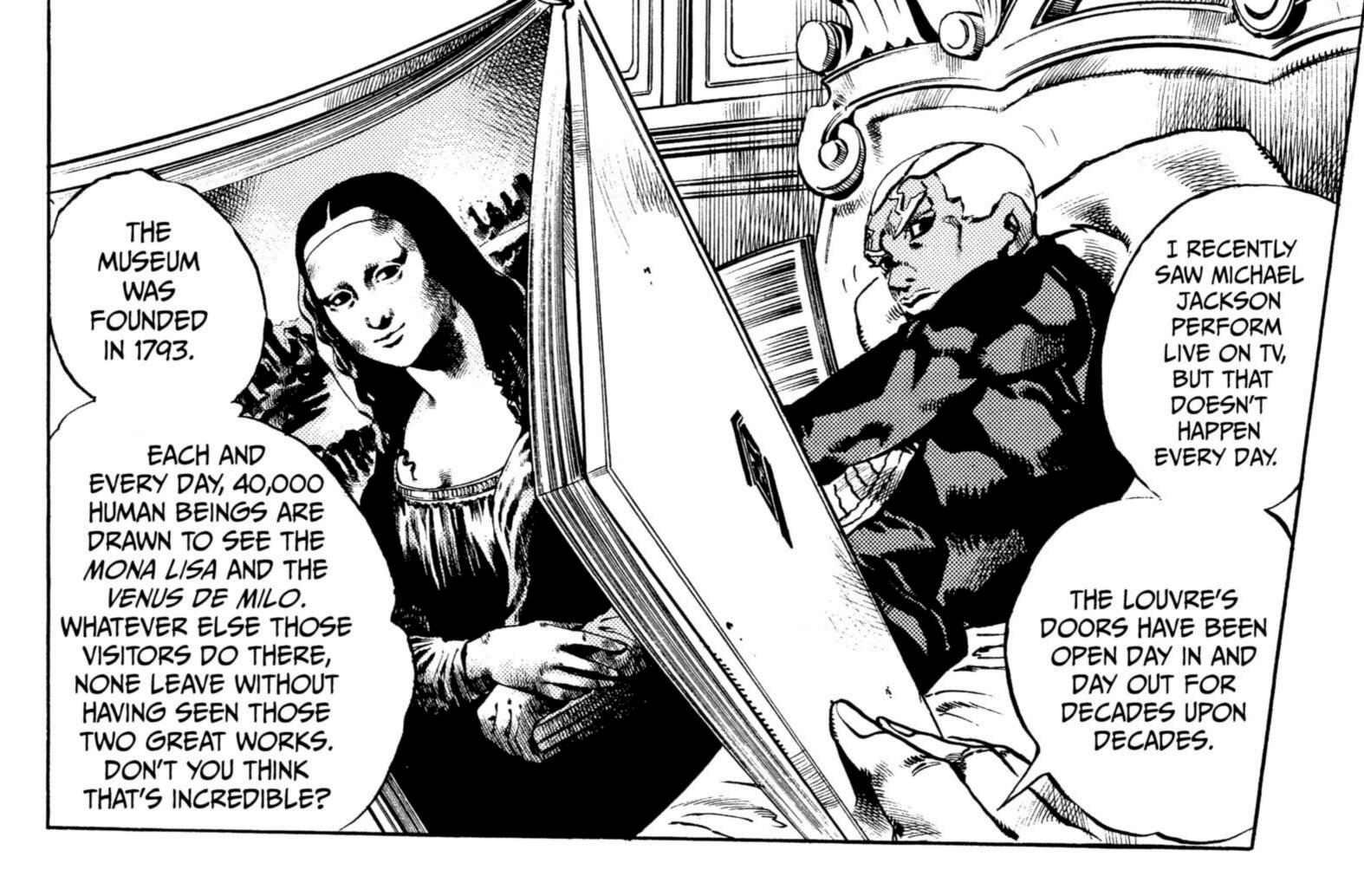






























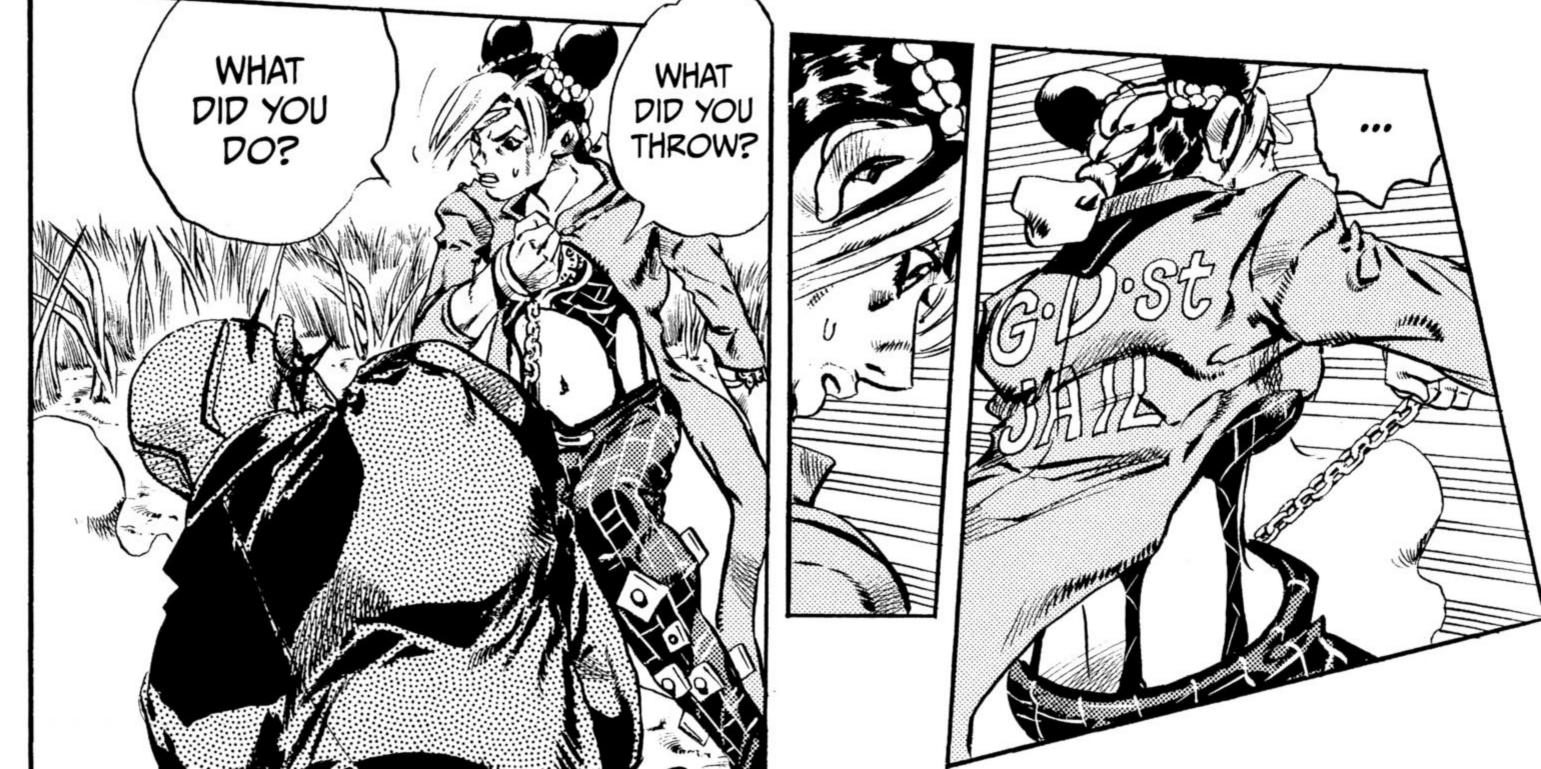










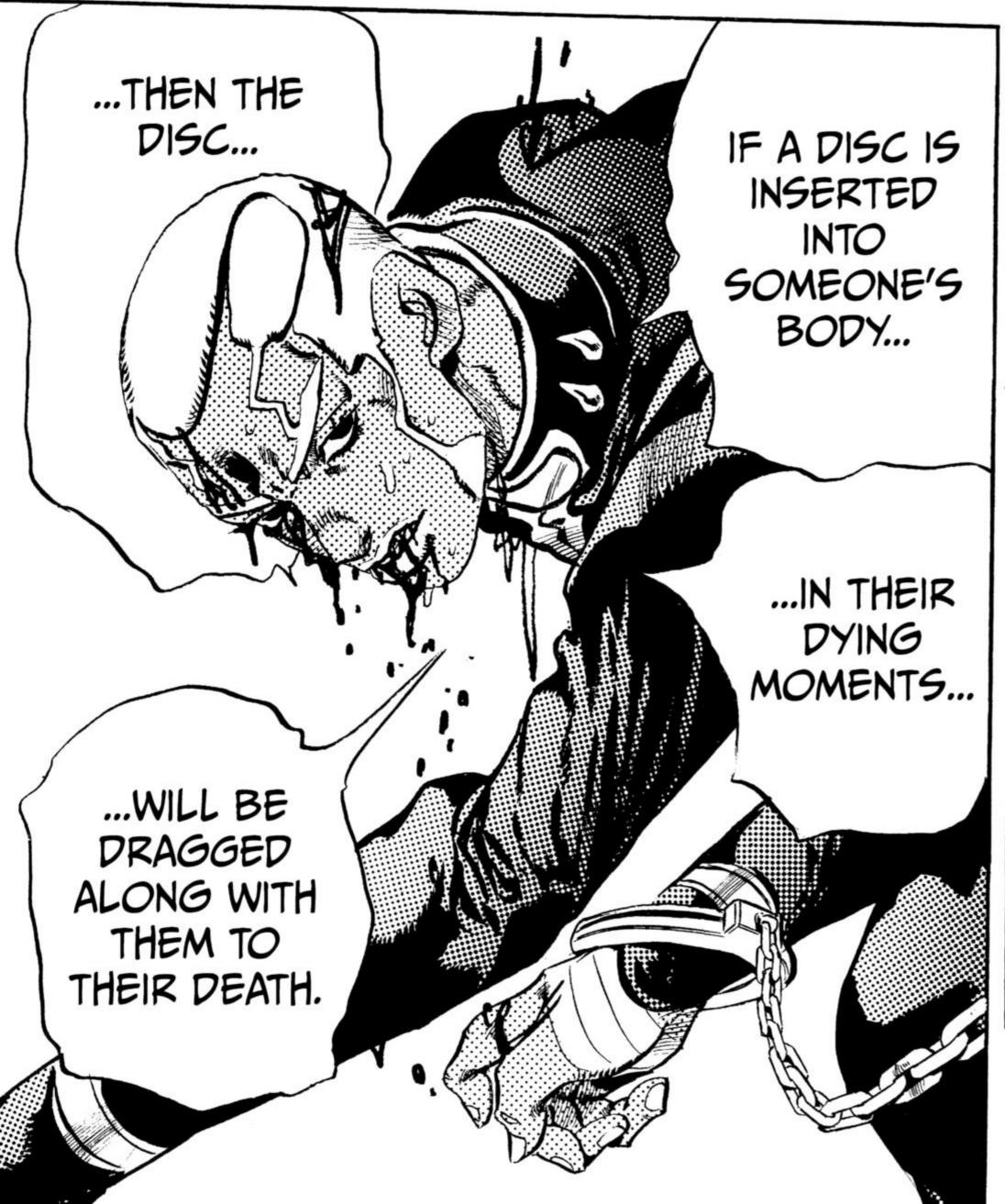


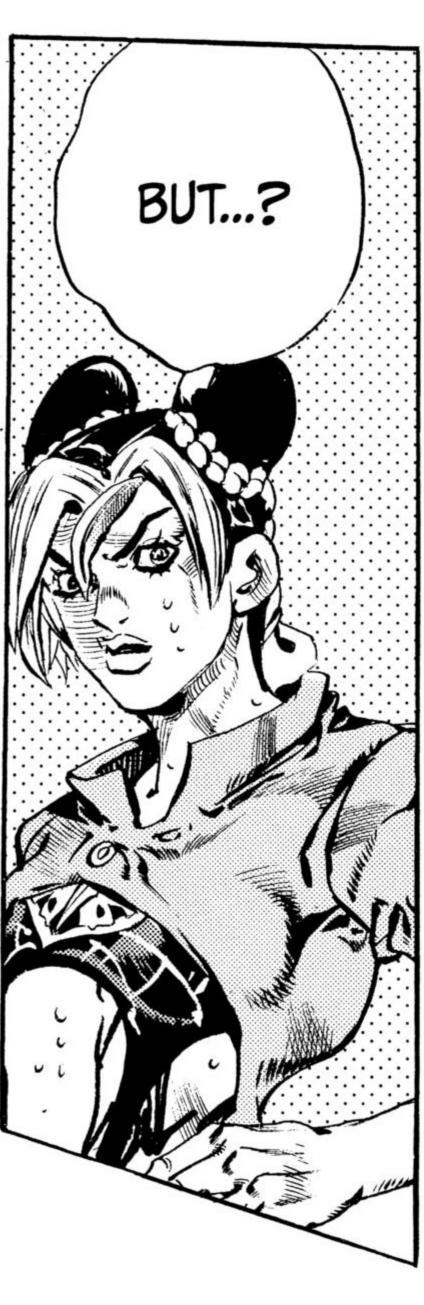




























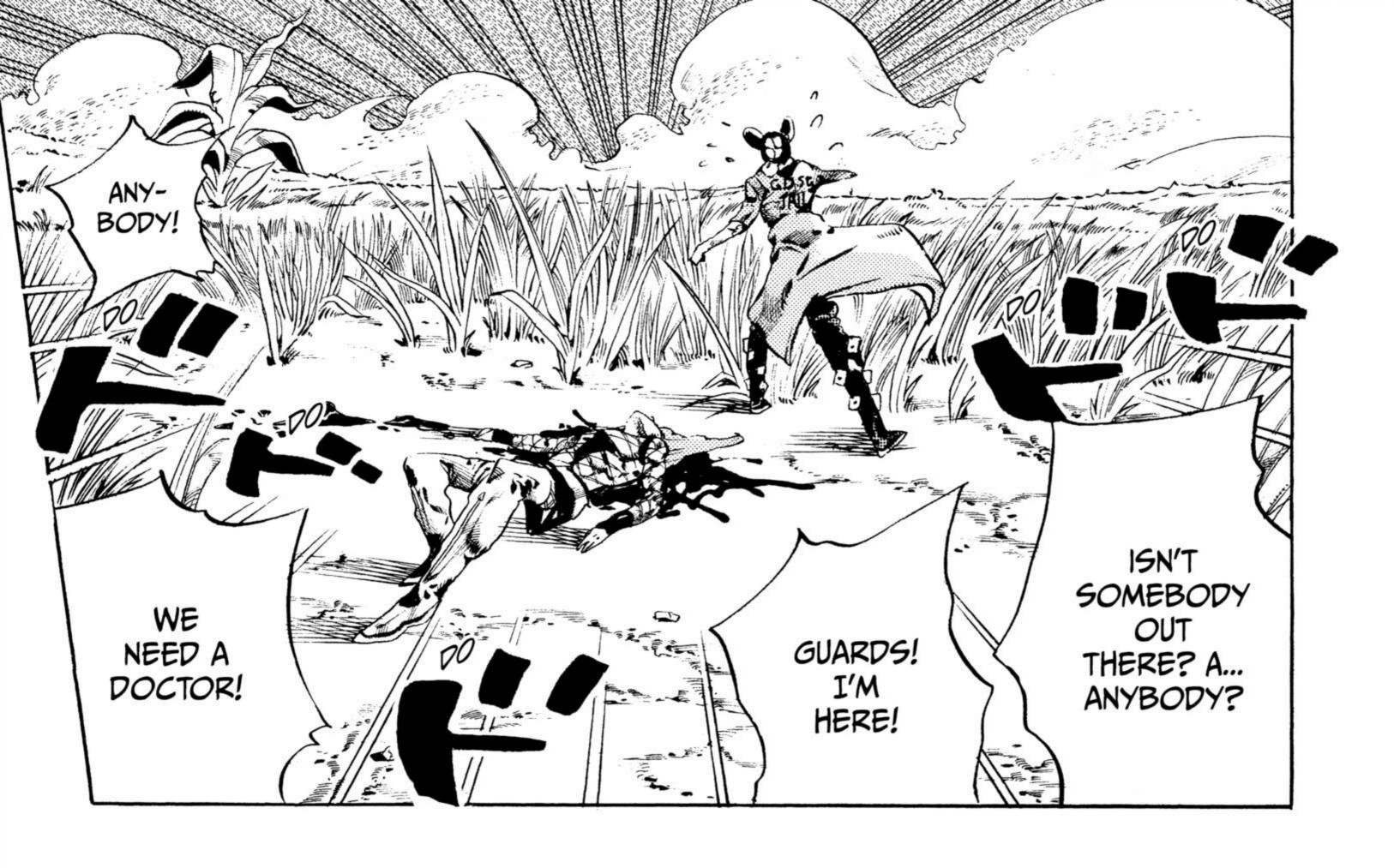


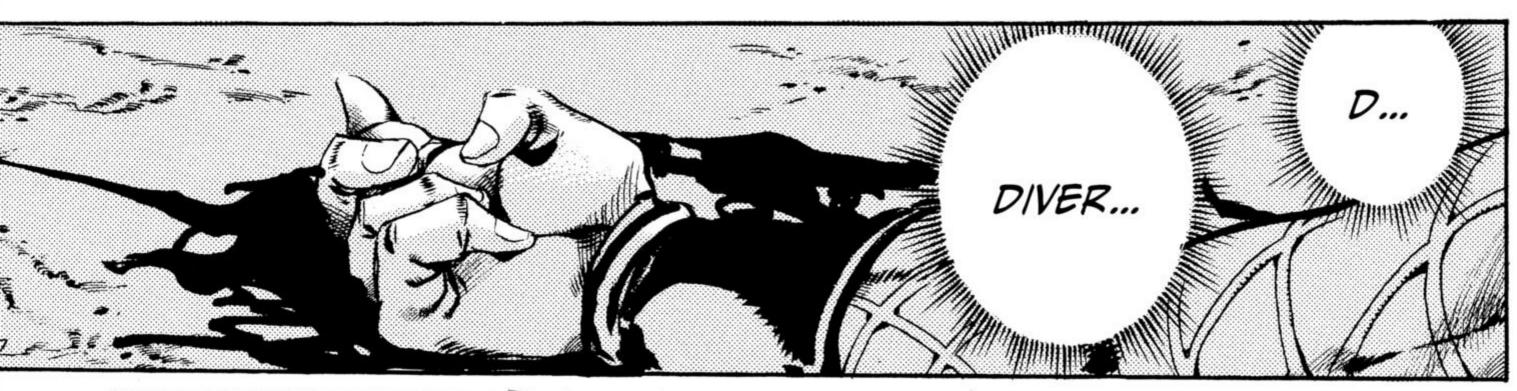


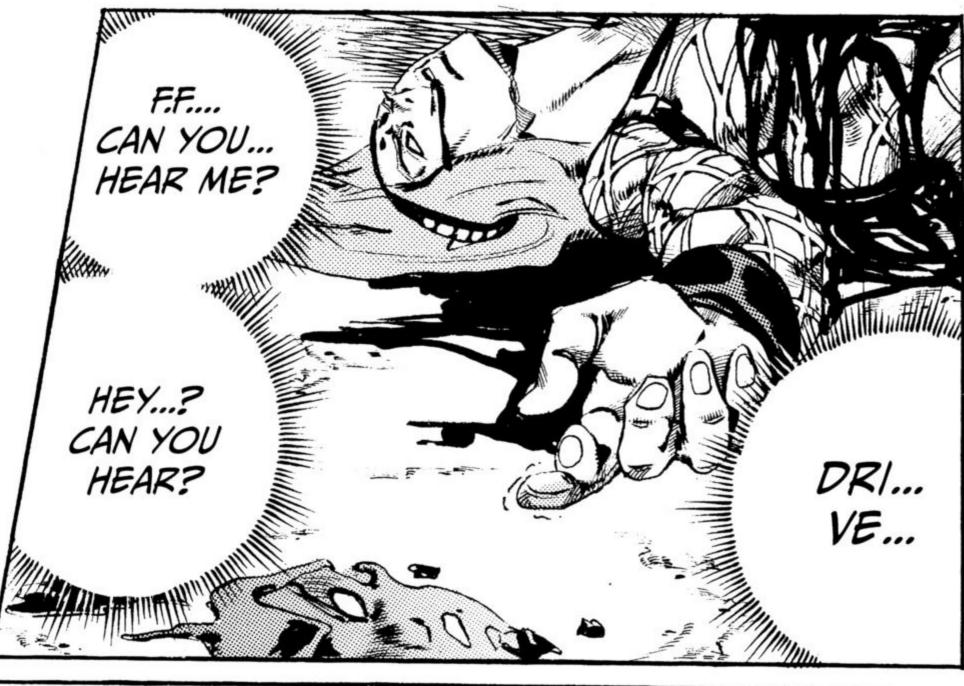




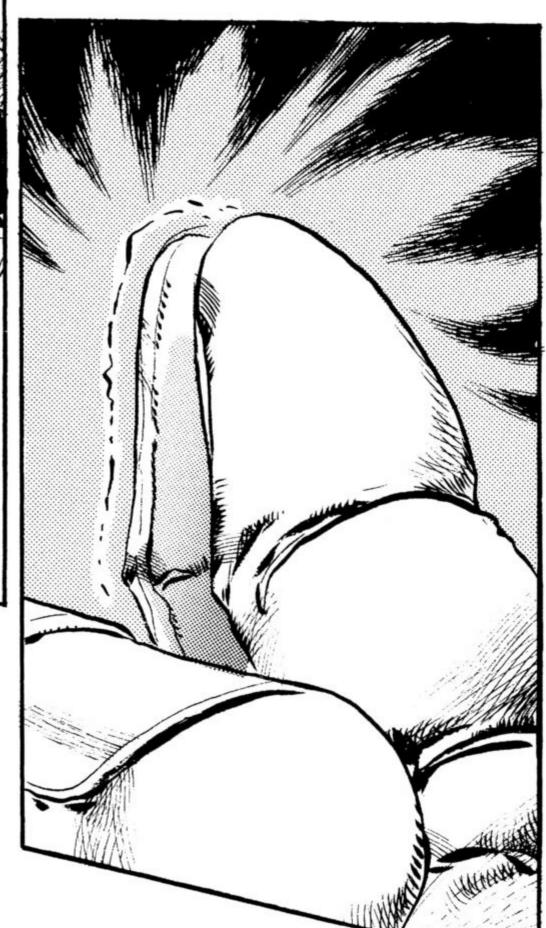










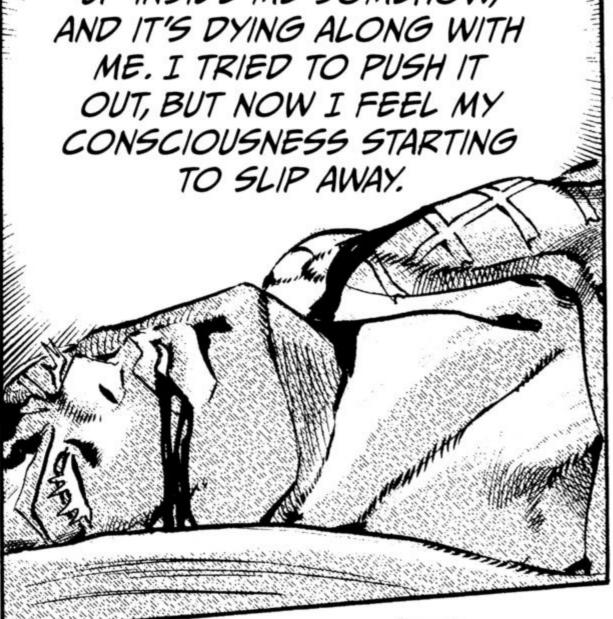


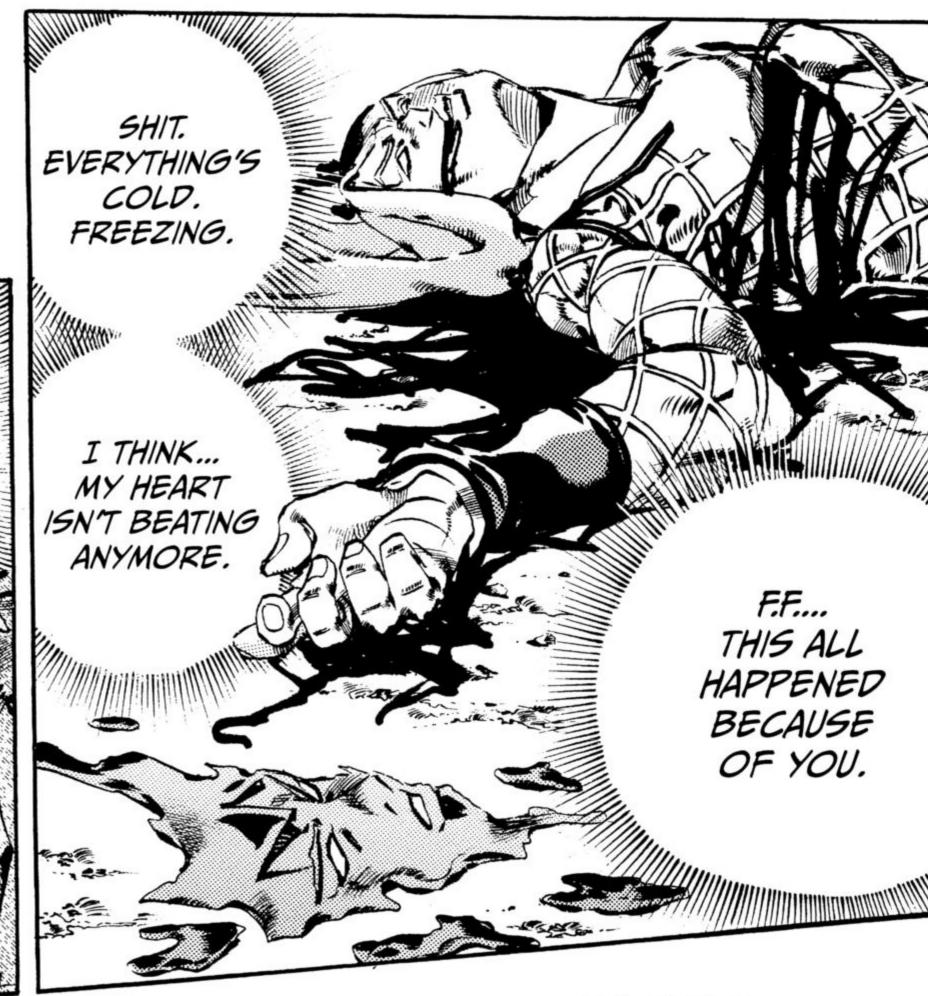






ARE YOU LISTENING, F.F.? HER FATHER'S DISC ENDED UP INSIDE ME SOMEHOW, AND IT'S DYING ALONG WITH ME. I TRIED TO PUSH IT OUT, BUT NOW I FEEL MY CONSCIOUSNESS STARTING TO SLIP AWAY.





I'LL GIVE MYSELF TO YOU. USE MY INTELLECT! USE UP WHATEVER LIFE I HAVE LEFT.

LISTEN... YOU LOOK LIKE YOU'RE IN BAD SHAPE TOO. YOU'RE DISINTEGRATING. BUT YOU CAN HAVE ALL OF ME.

ALL RIGHT.



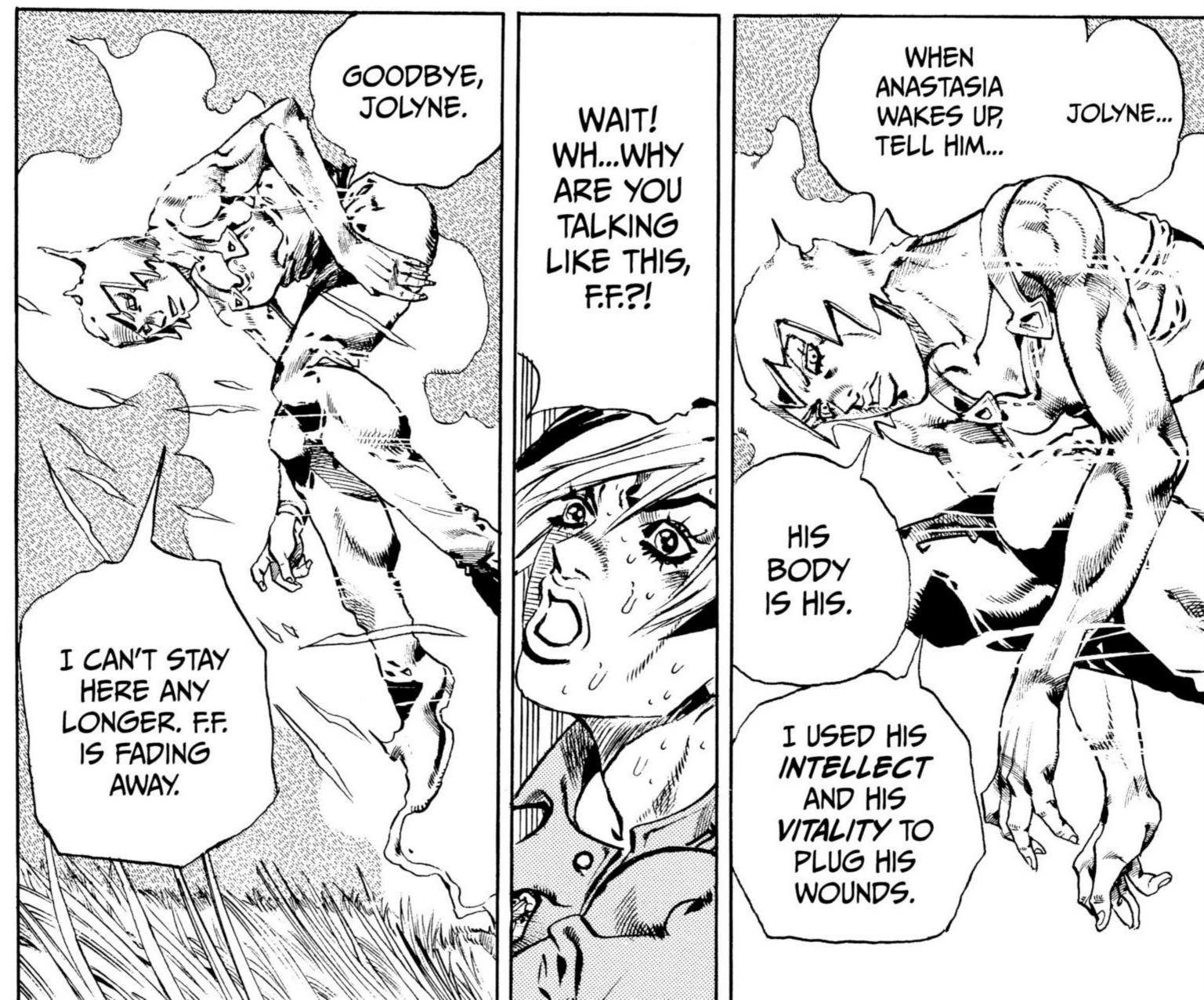


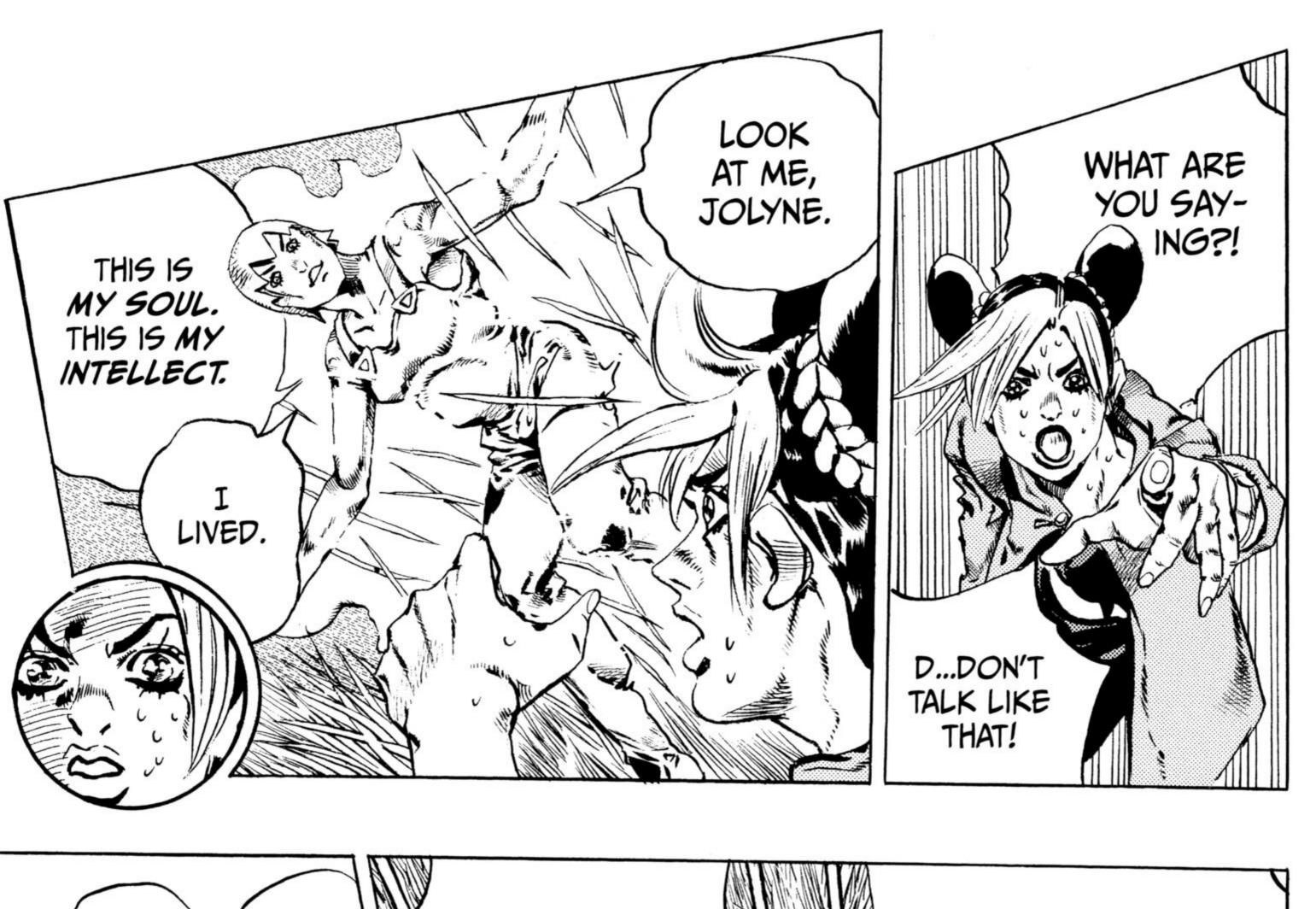


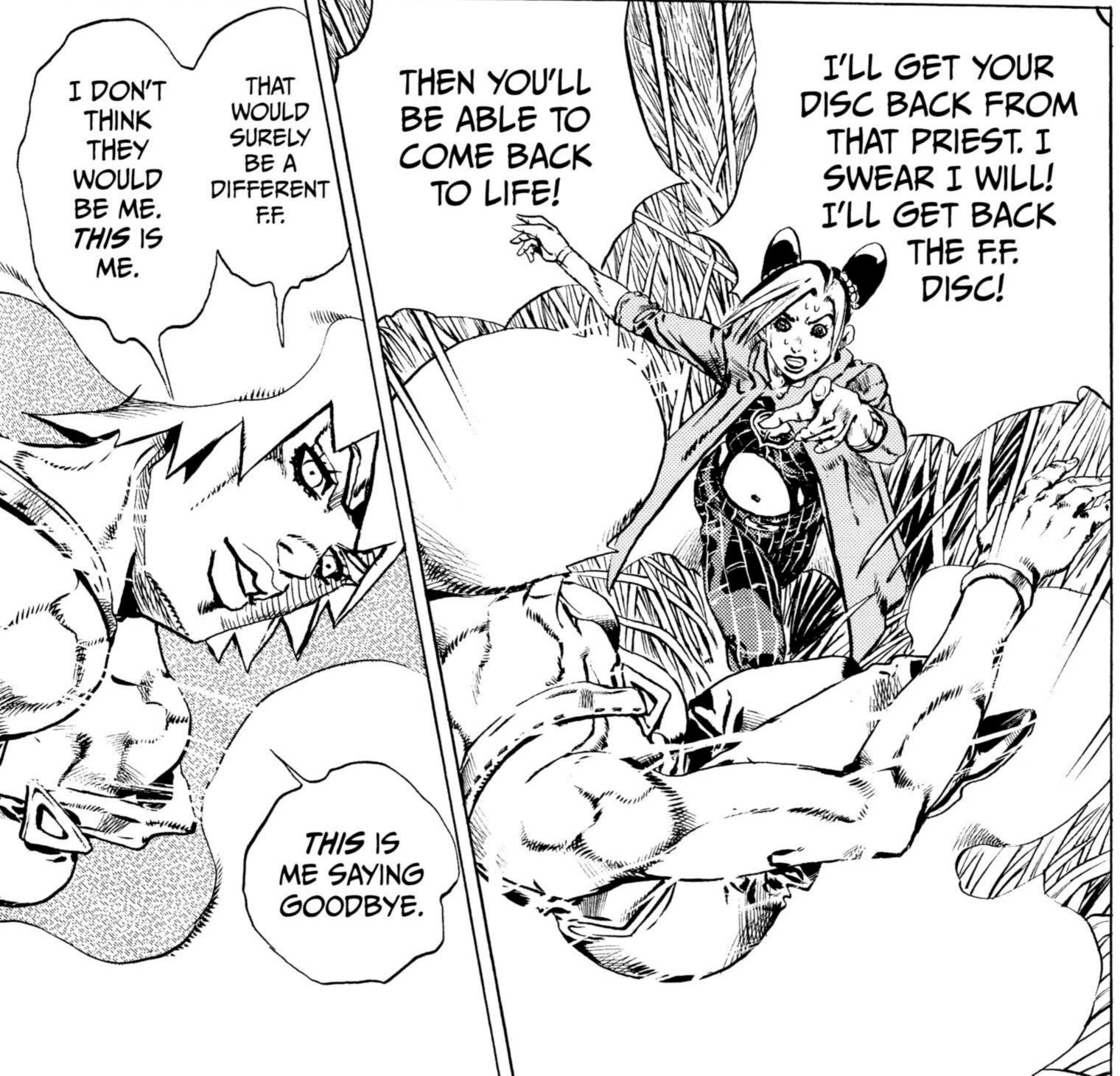




























Official Report Regarding the Disciplinary Wing

Number of missing persons: 41

- Inmates: 39
- On-duty correctional officers: 2 o Viviano Westwood
 - o Sonny Likir

Nothing is known about the cause of the incident, or the health and safety of the missing persons. (Investigations are ongoing.)

Number of confirmed deaths: 5 (Causes of death remain undetermined.)

- Inmate: D an' GInmate: Guccio
- Inmate: Atroe (She was not currently assigned to the Disciplinary Wing.)
- EMTs: 2 (Died during rescue operations.)

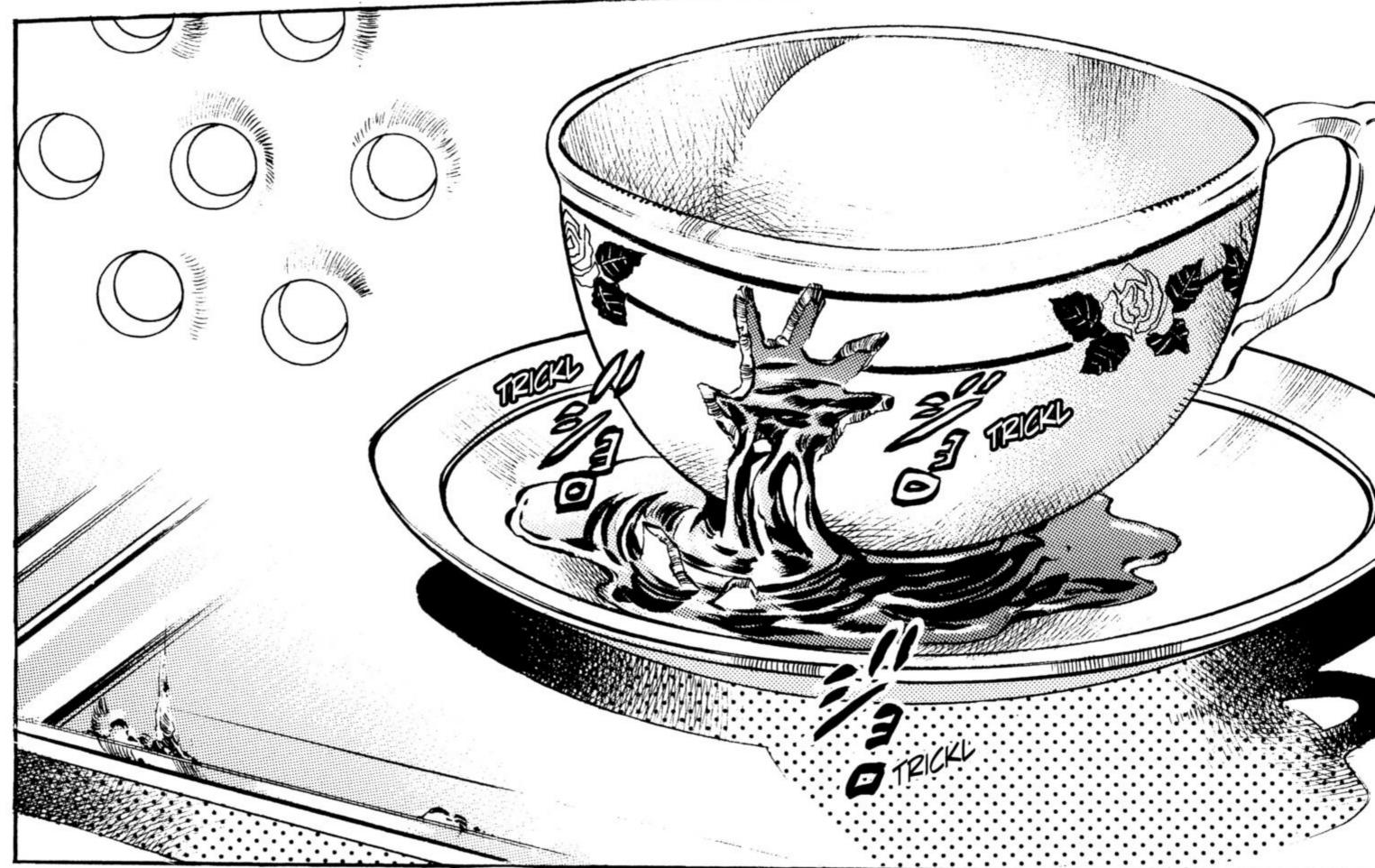
Survivors: 1

- Inmate: Jolyne Cujoh (Found and recovered at the entrance to the Disciplinary Wing.)
- A large volume of dead plants was found across the floor of the Disciplinary Wing; their origin also remains undetermined.

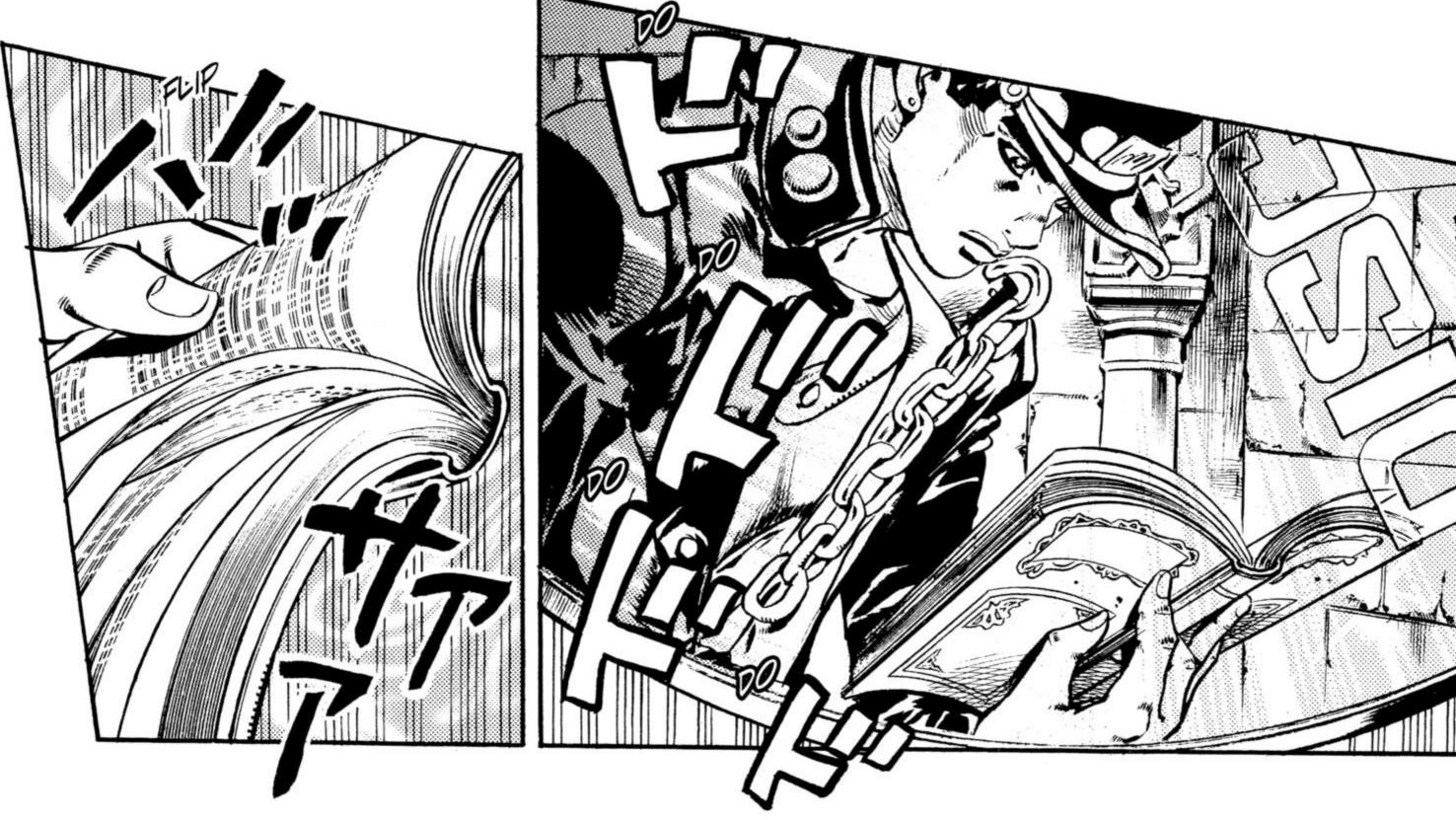


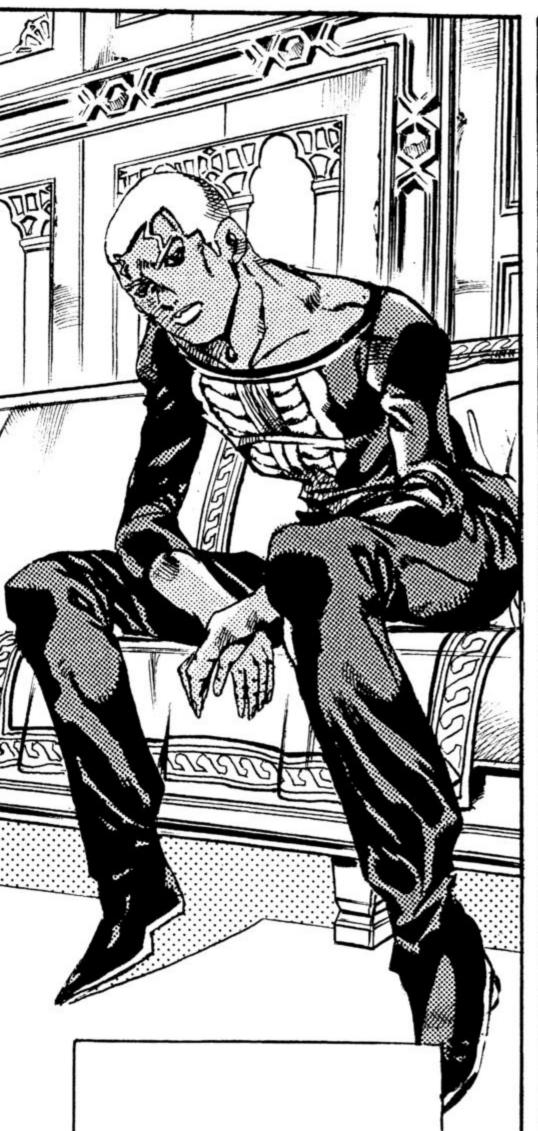




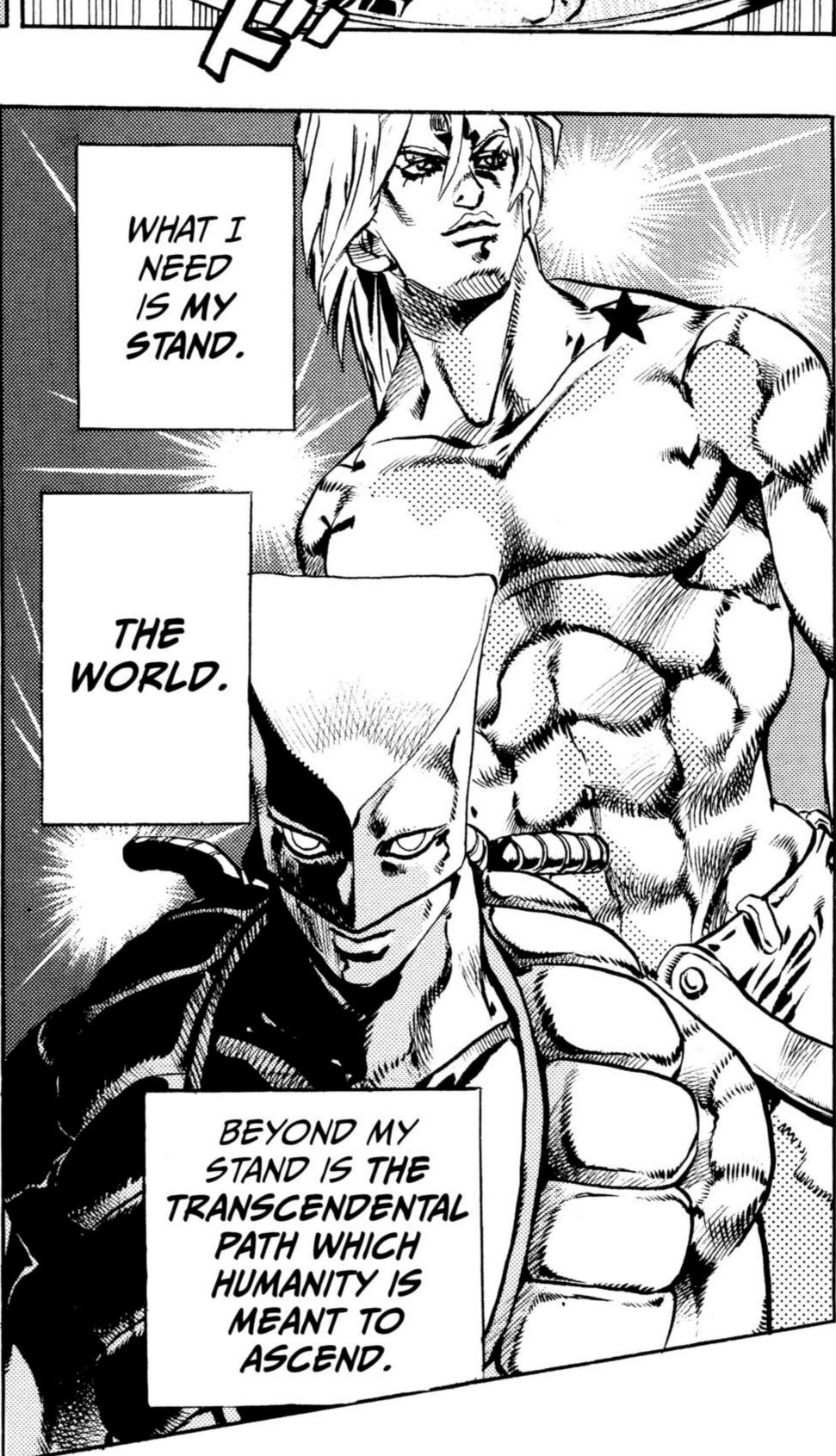








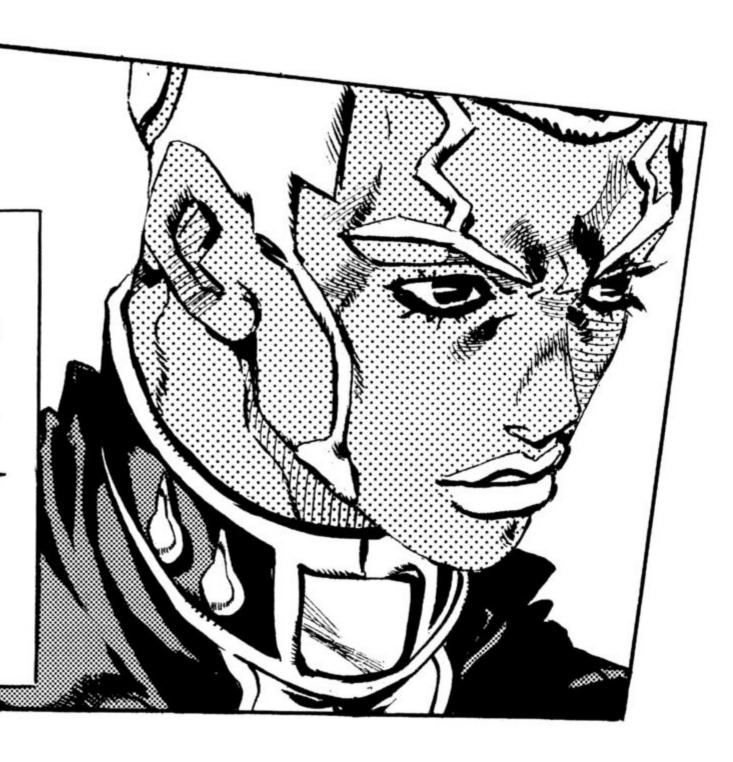
WHAT I NEED IS A TRUSTWORTHY FRIEND.

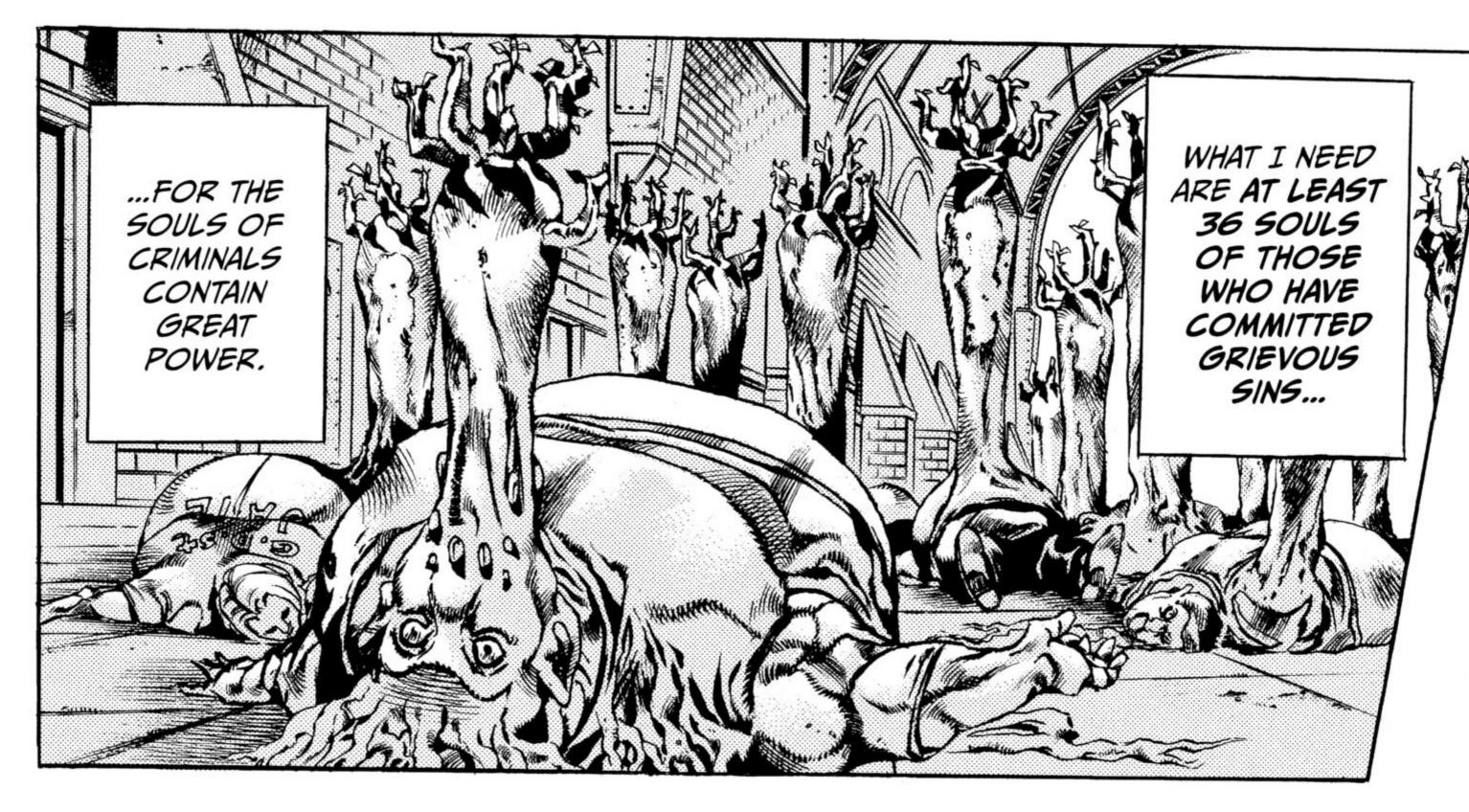


THEY MUST BE SOMEONE WHO REVERES THE LAWS OF GOD OVER THE LAWS OF MEN.

WILL I, DIO, EVER MEET SUCH A PERSON?

THEY MUST BE SOMEONE WHO CAN CONTROL THEIR DESIRES. A HUMAN WHO DOES NOT LUST FOR POWER, FAME, MONEY, OR SEX.





SECRET EMPEROR

SPIRAL STAIRCASE

BEETLE

FIG TART

GIOTTO BEETLE

SINGULARITY

SINGULARITY

WHAT I NEED ARE 14 PHRASES.

I SHALL ENGRAVE THESE PHRASES UPON MY STAND SO THAT I MAY NEVER FORGET THEM.



BEETLE

VIA DOLOROSA

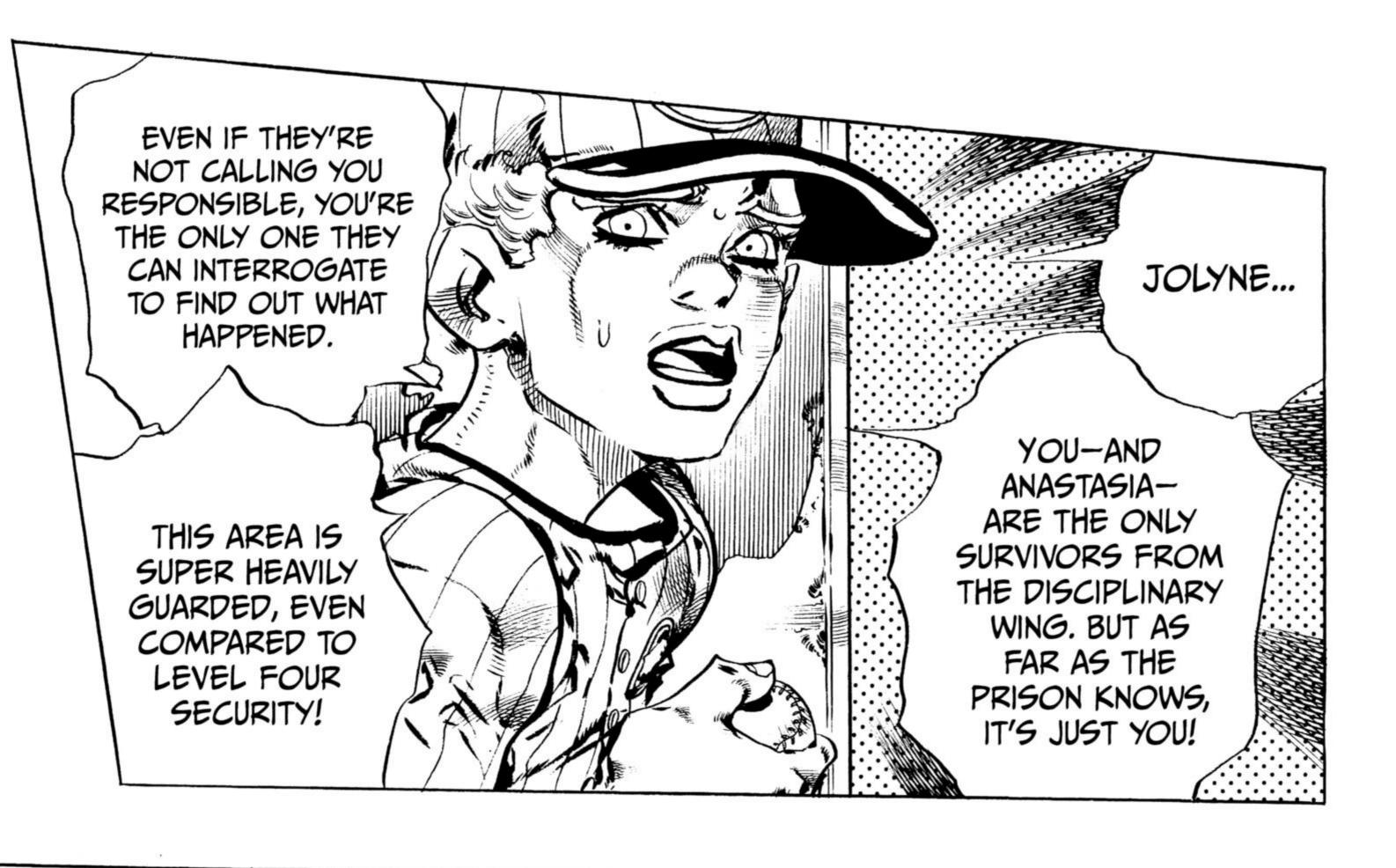
HYDRANGEA BEETLE











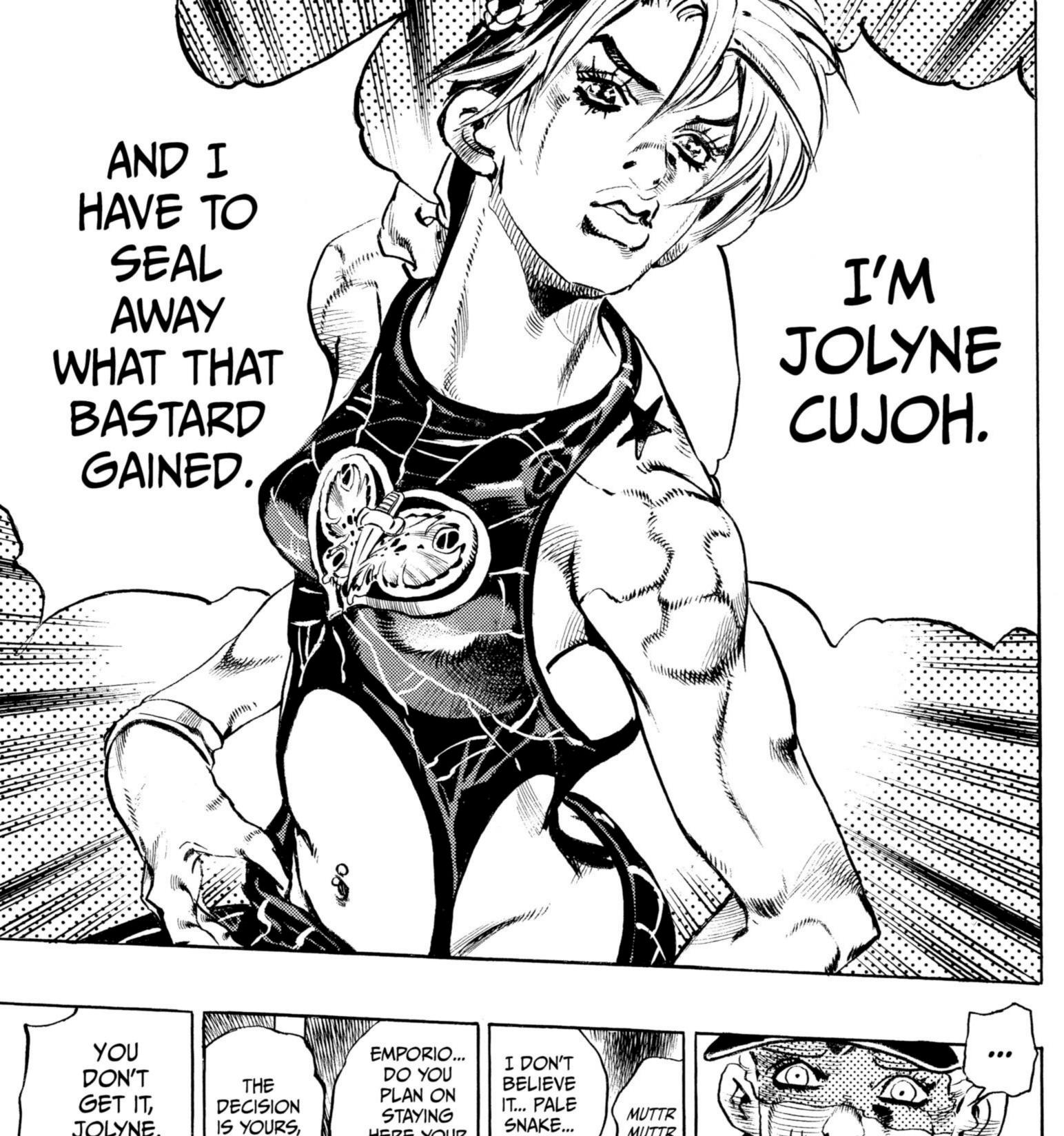














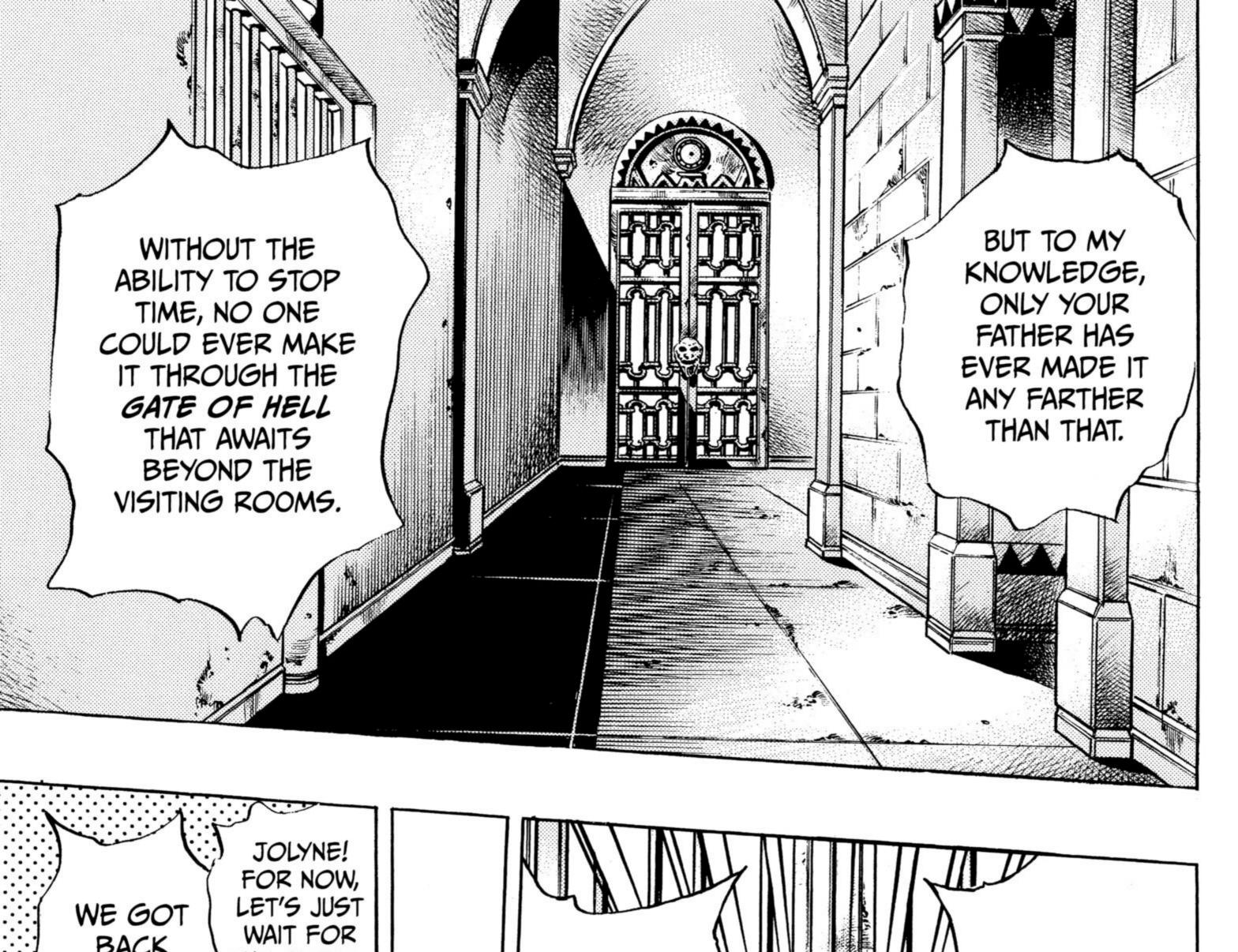


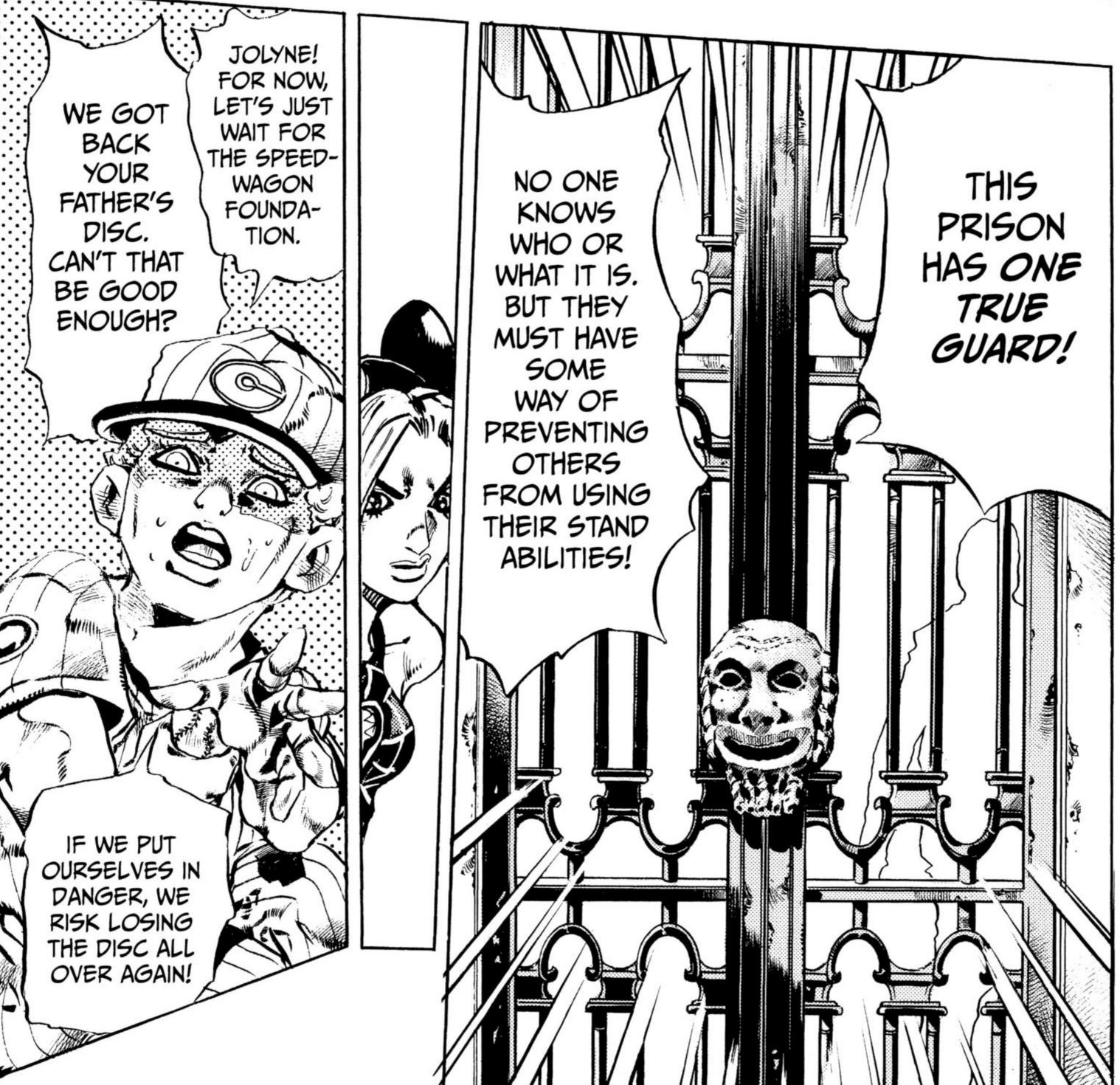




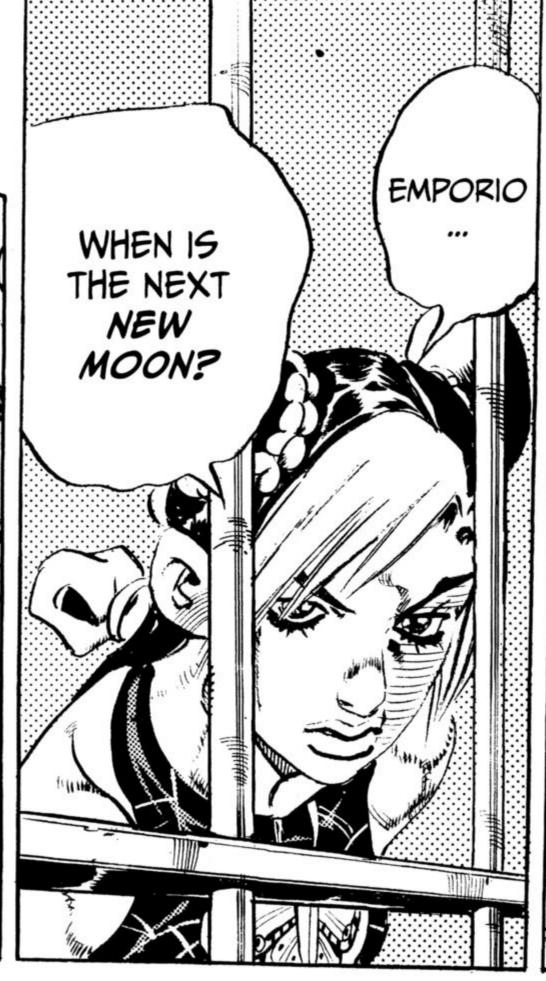




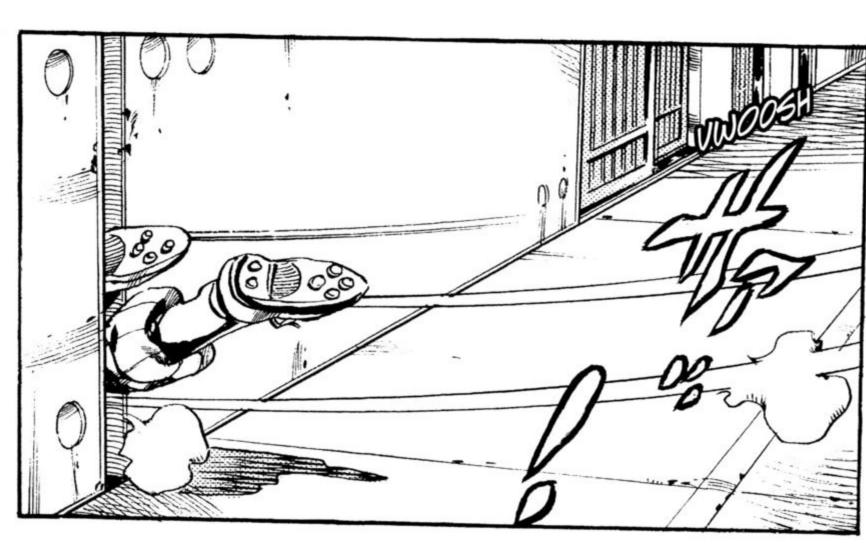






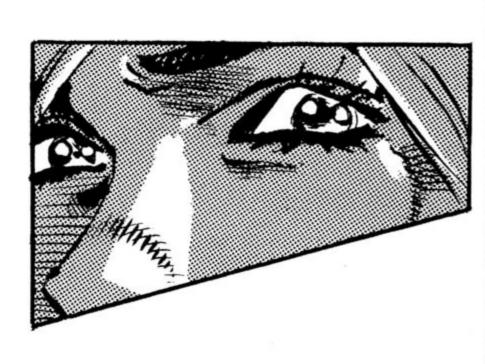














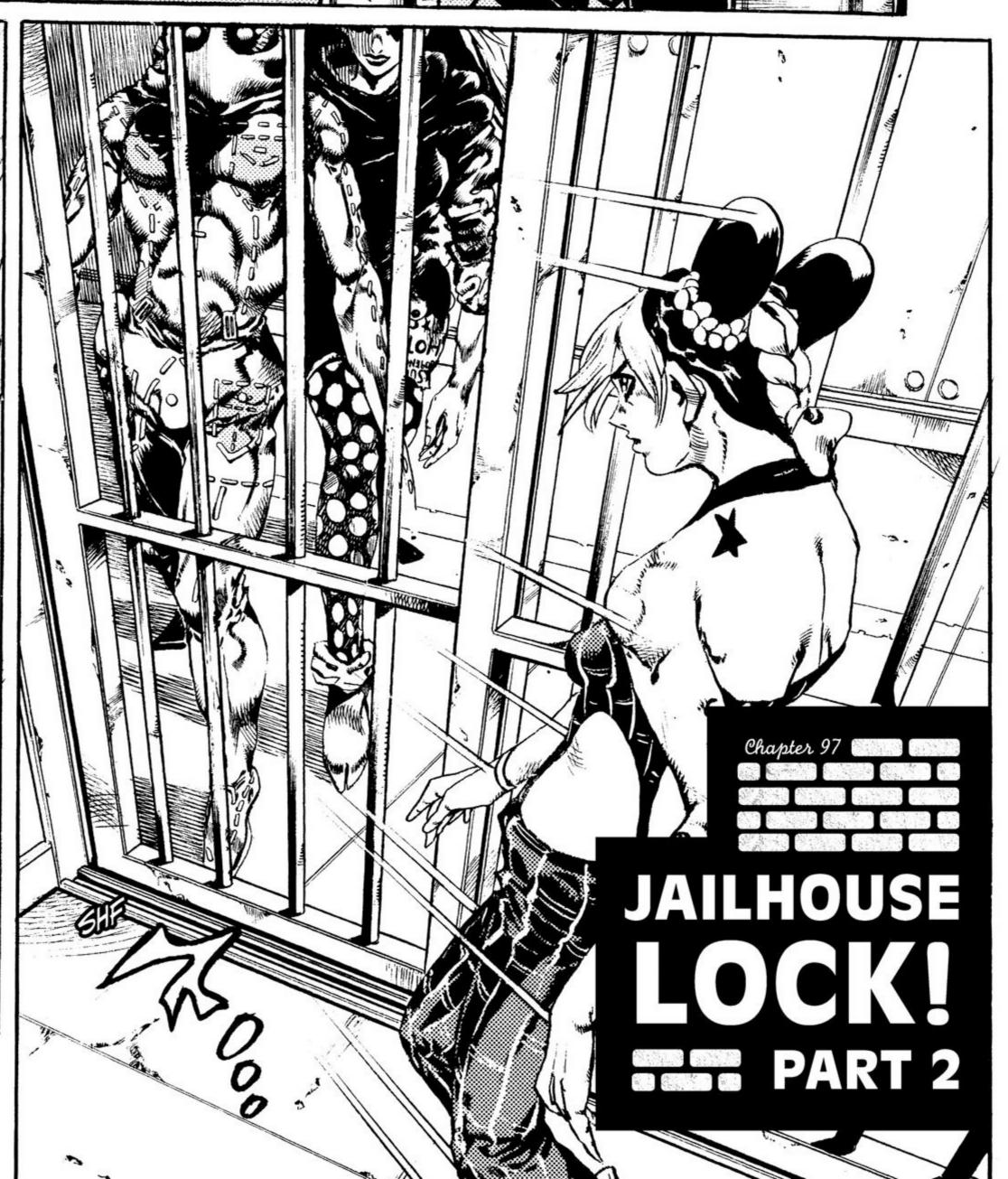




































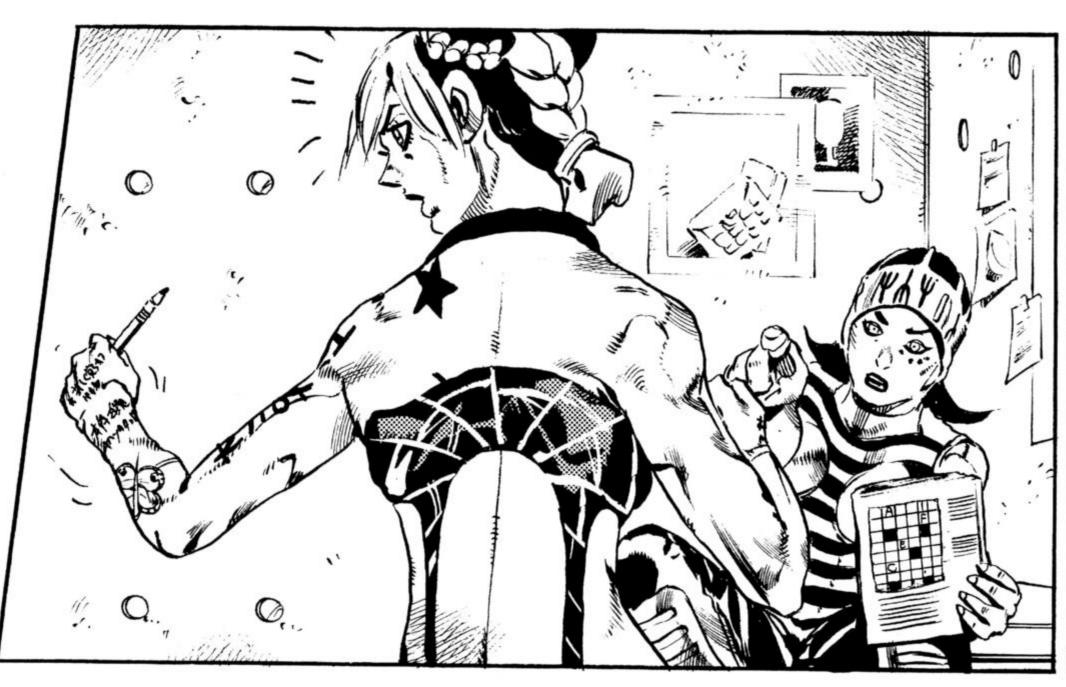






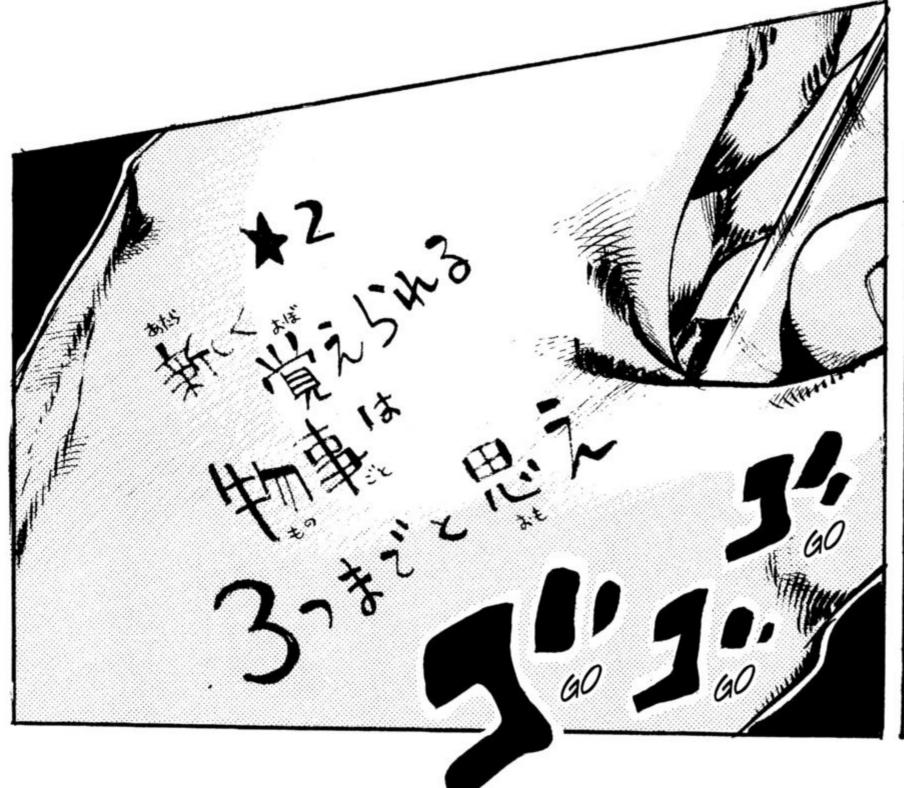














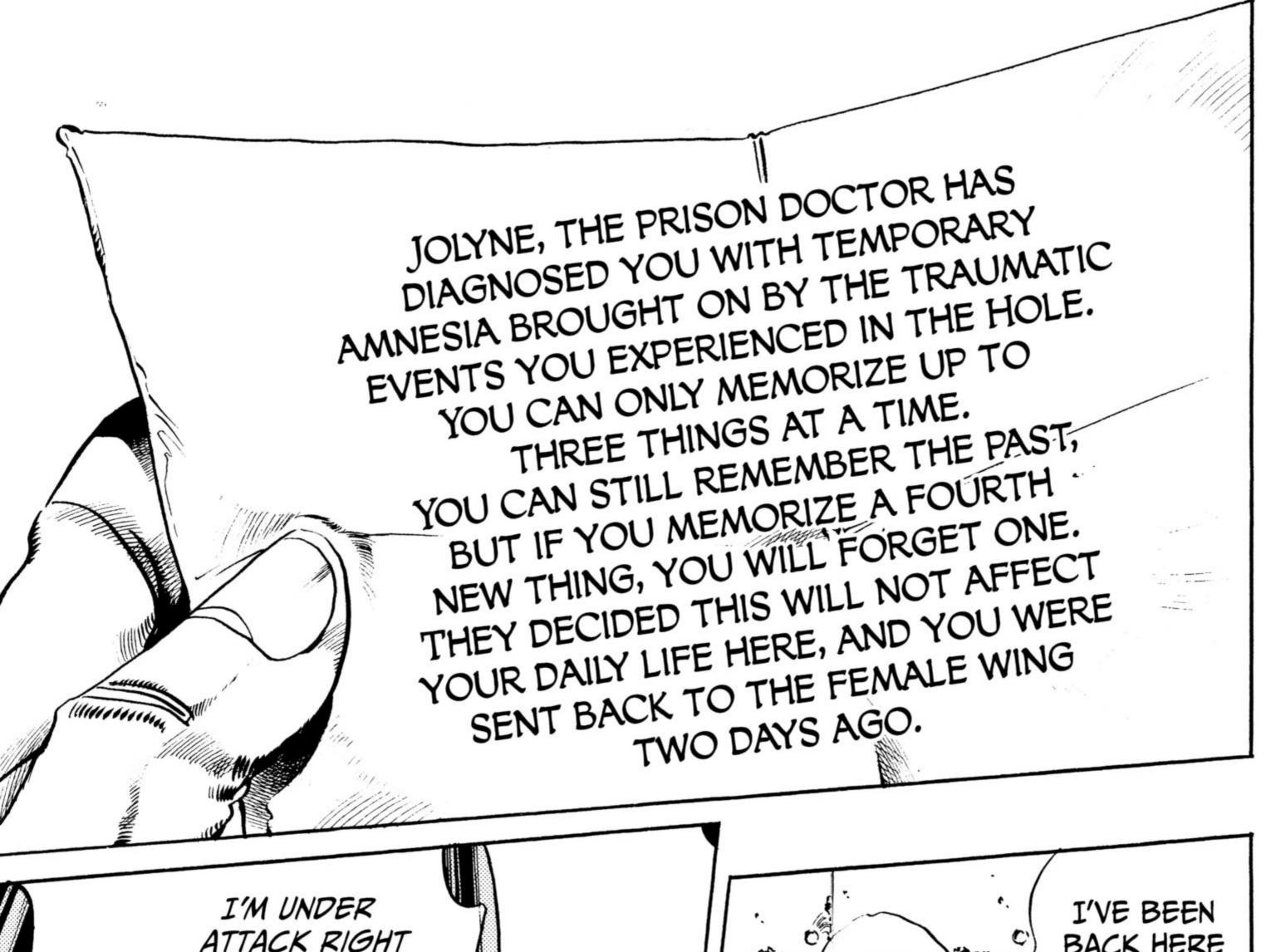














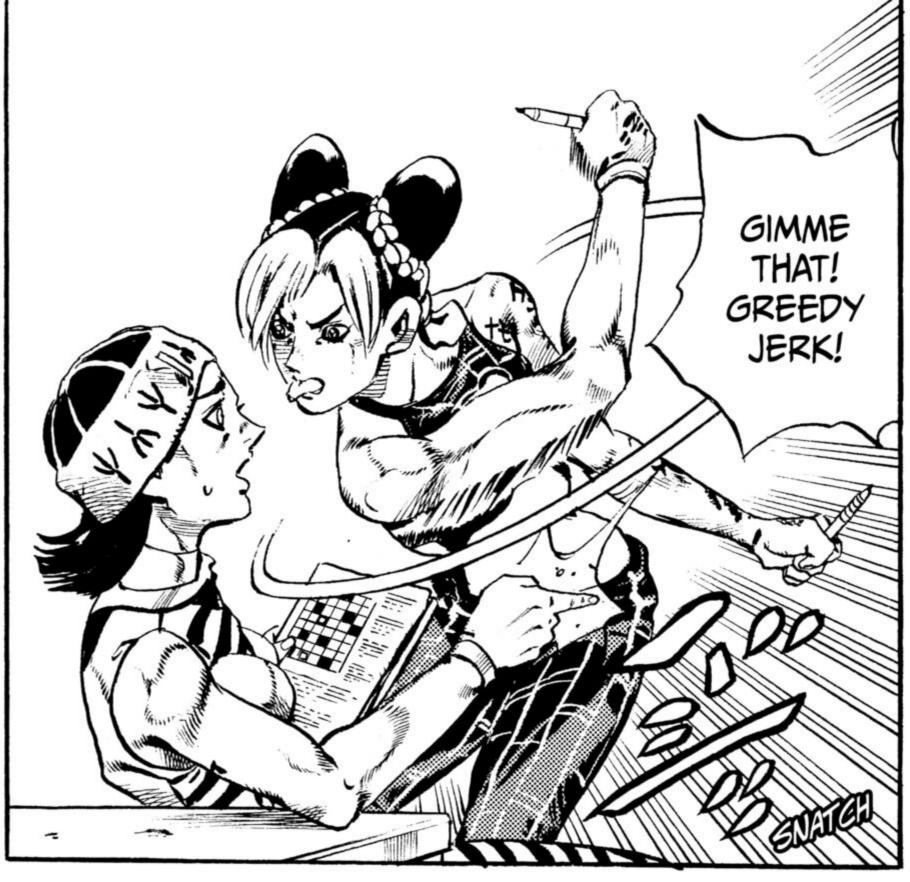




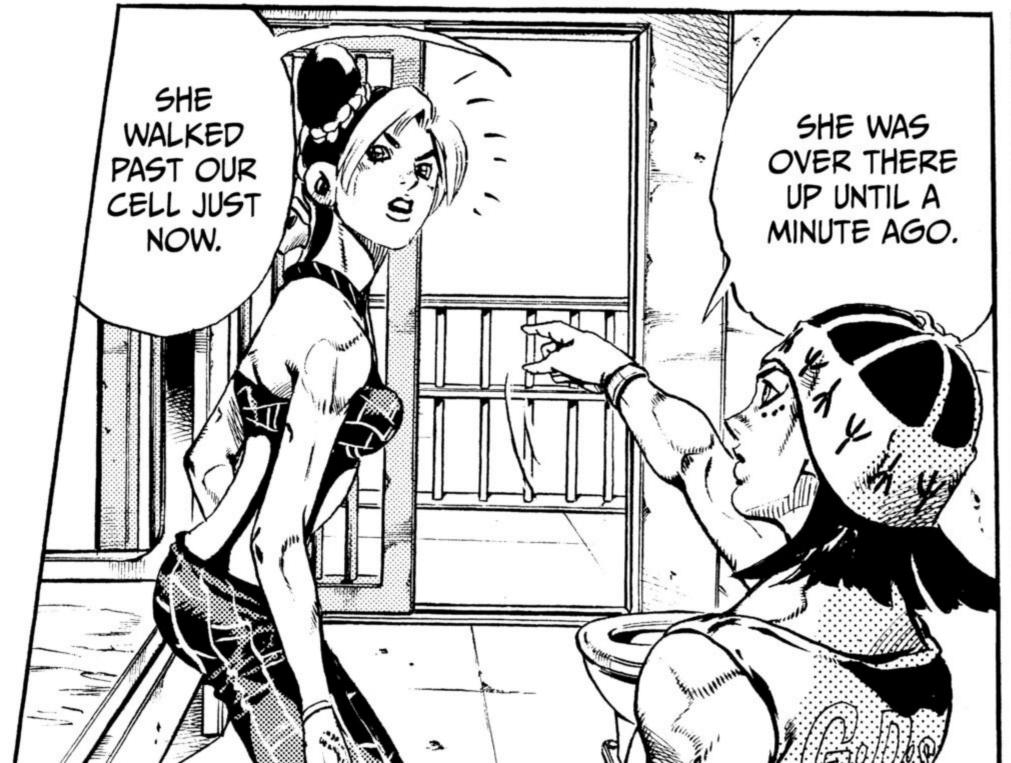








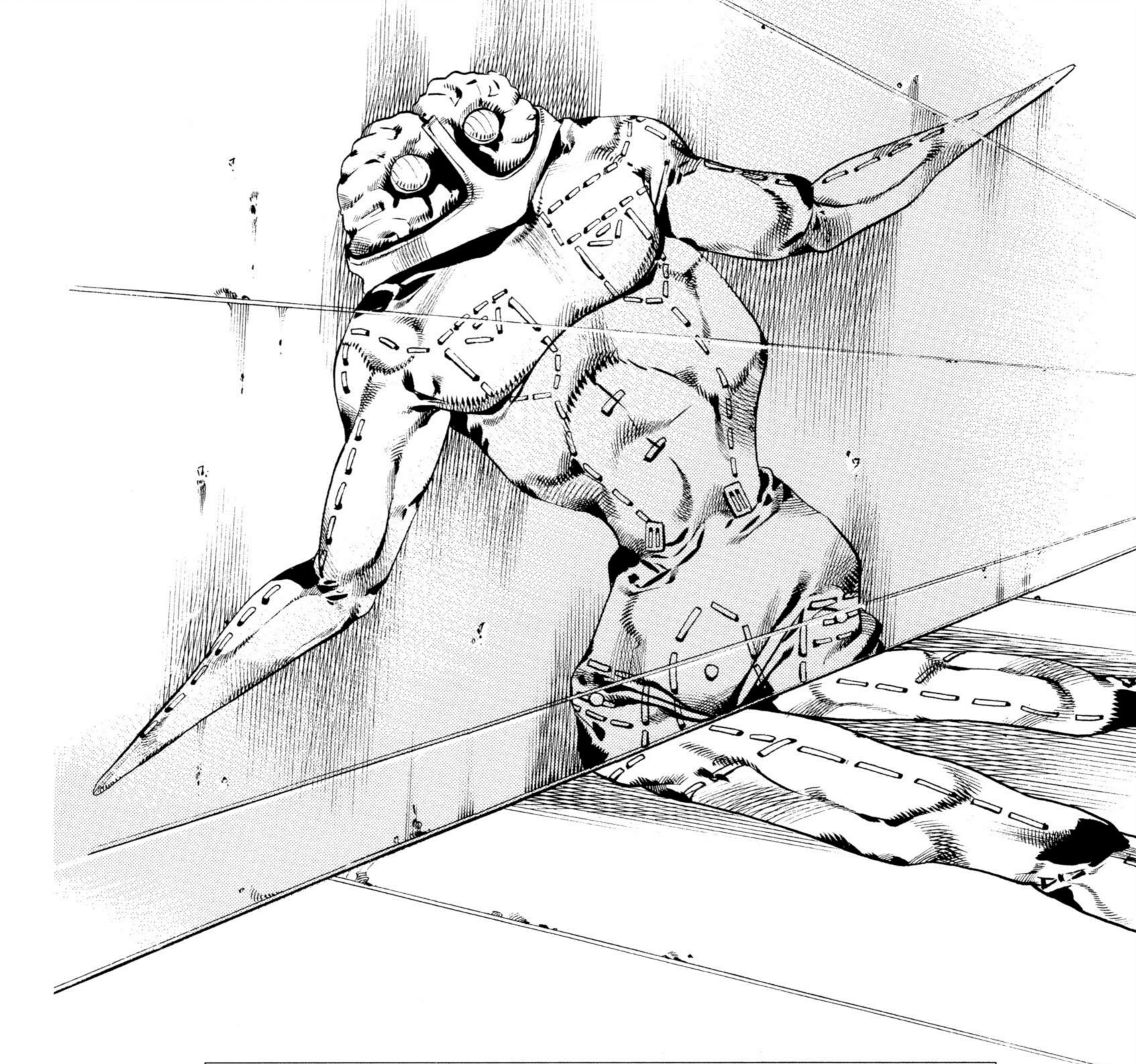








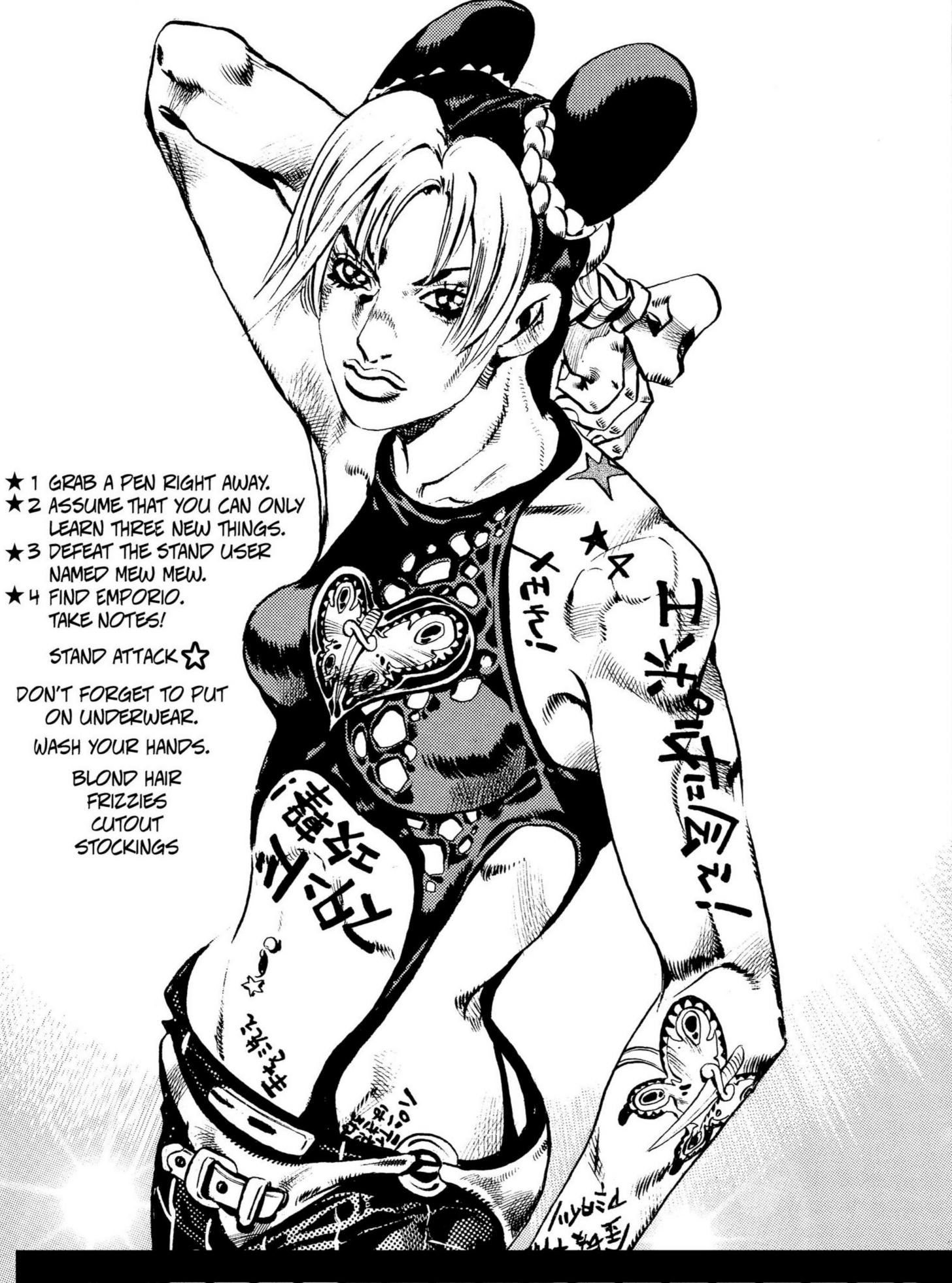




Stand Name: Jailhouse Lock User: Mew Mew		
Destructive Power: N/A	Speed: C	Range: Inside walls
Staying Power: A	Precision: N/A	Potential: N/A

Ability: Traps any prisoner trying to escape who touches the metal bars beyond the visiting rooms, or other walls.

- Once activated by touch, the ability causes a victim to only be able to remember three new things at once.
- The victim retains all other previous memories.



Chapter 98











HAND IT OVER. DON'T WASTE MY TIME!



















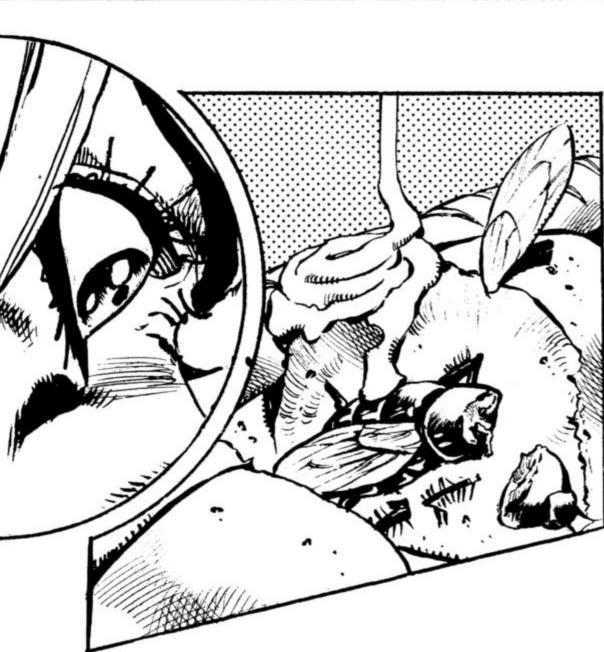


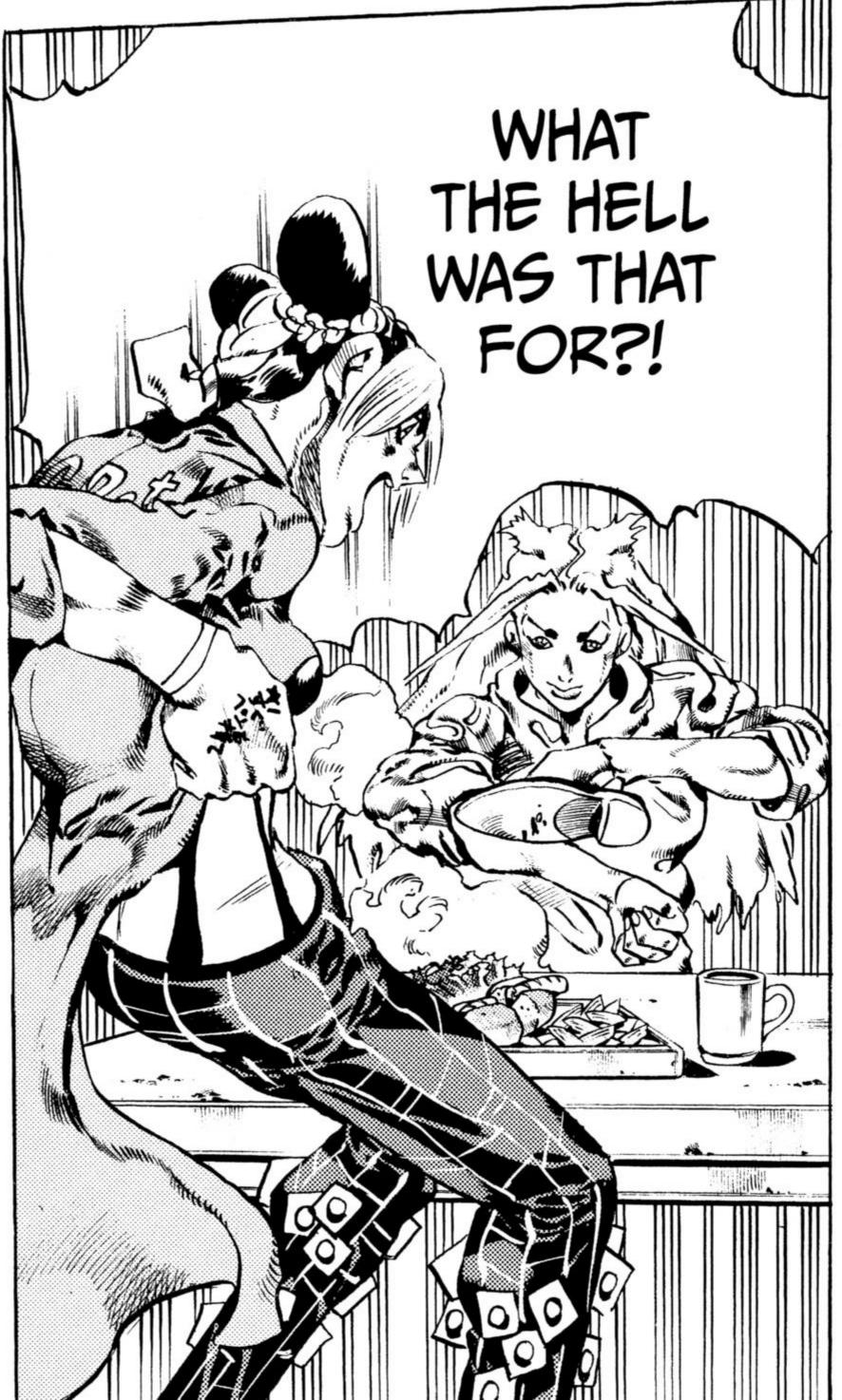
















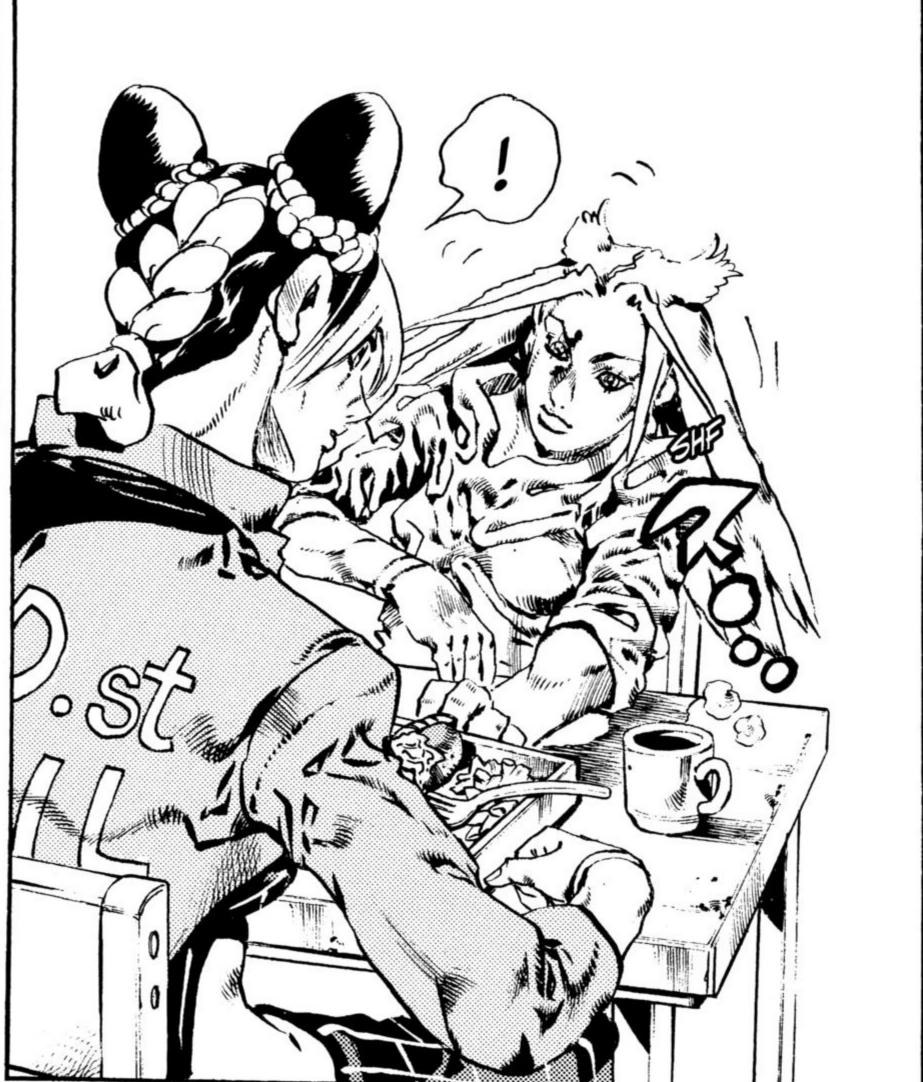
























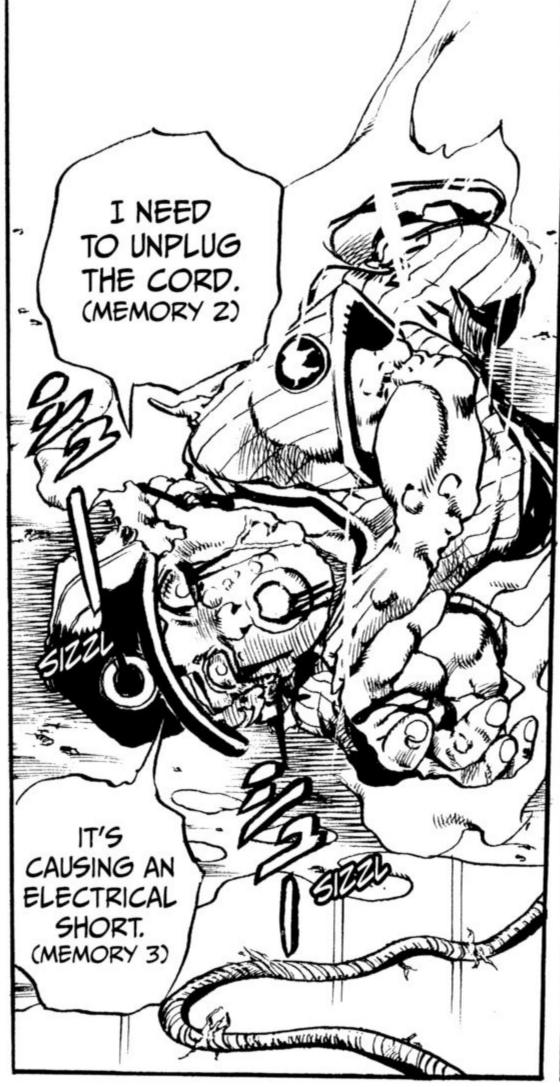


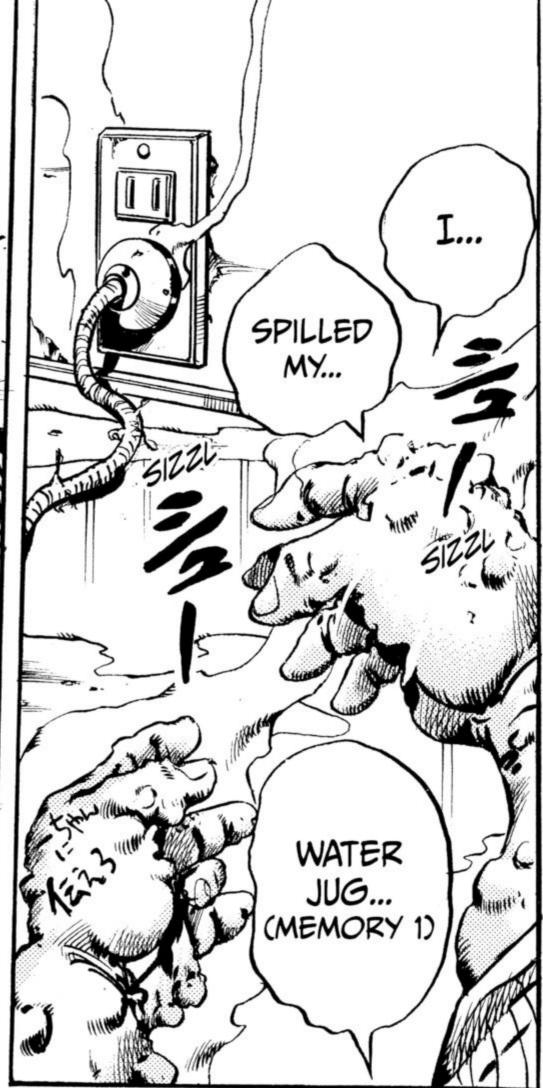




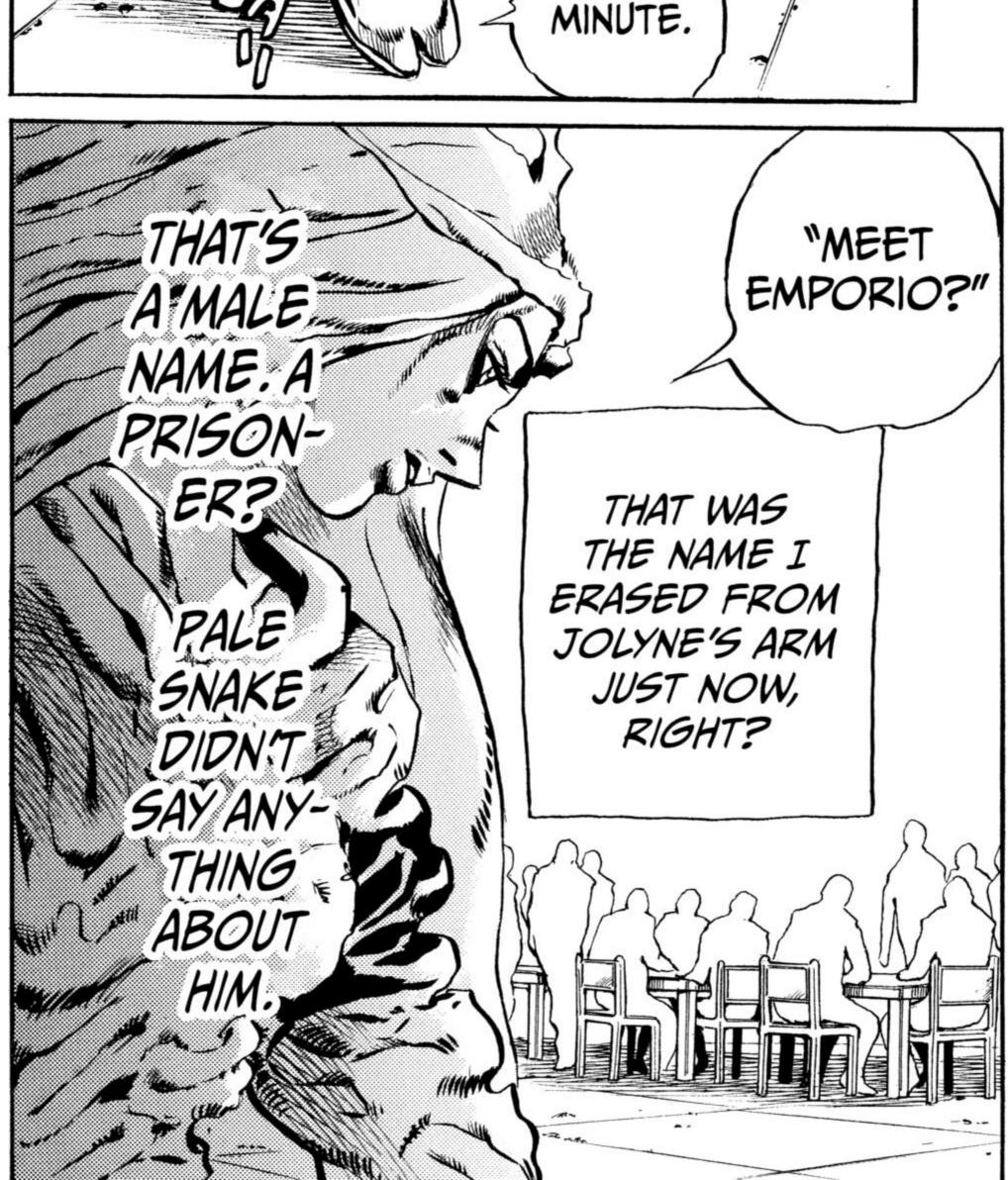












WAIT A

STAFF



Name: Mew Mew

(Full name: Mewccia Mewler)

Age: 25

Employment: Lead Guard of Green

Dolphin Street Prison;

Supervisor of the front gate

and visiting rooms.

Background: When Father Pucchi became the

prison's chaplain, Mew Mew took on the responsibility of keeping Stand users

trapped inside the prison. She does not

know that he is Pale Snake's user.

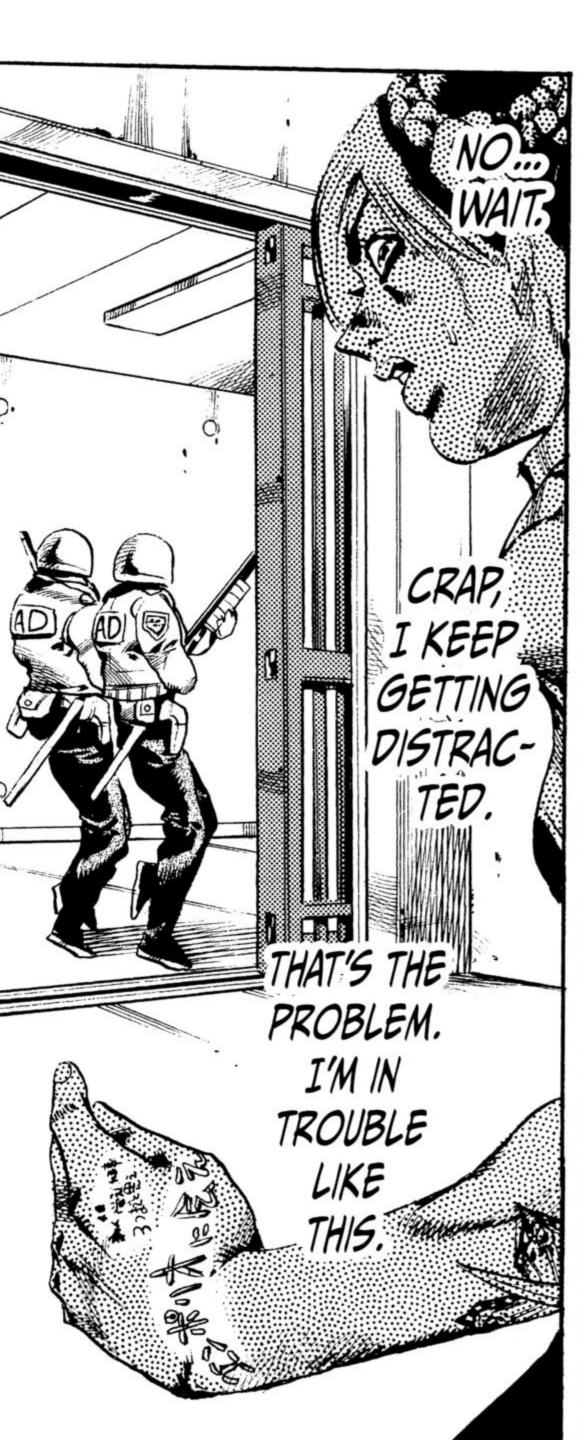
Stand: Jailhouse Lock

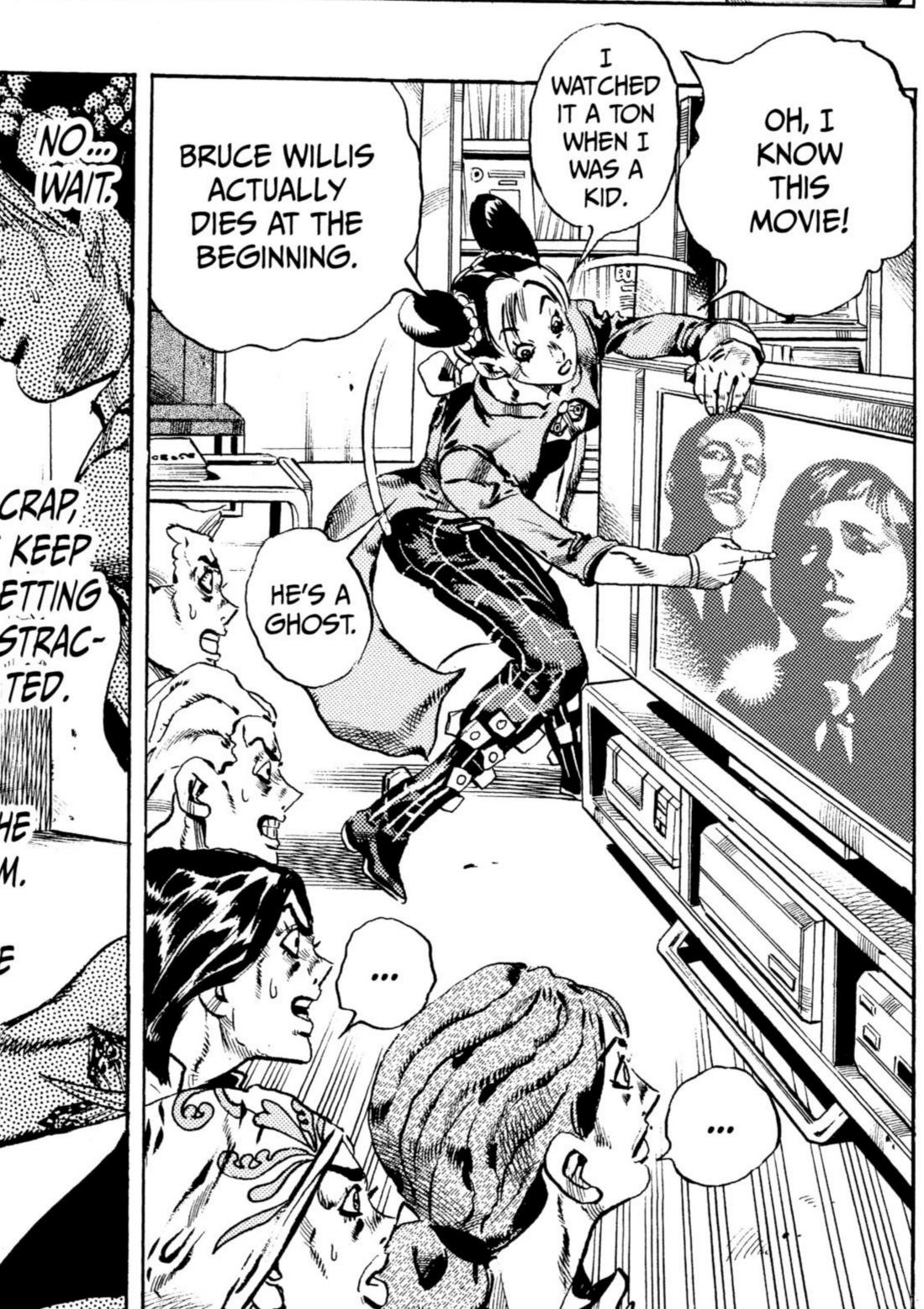


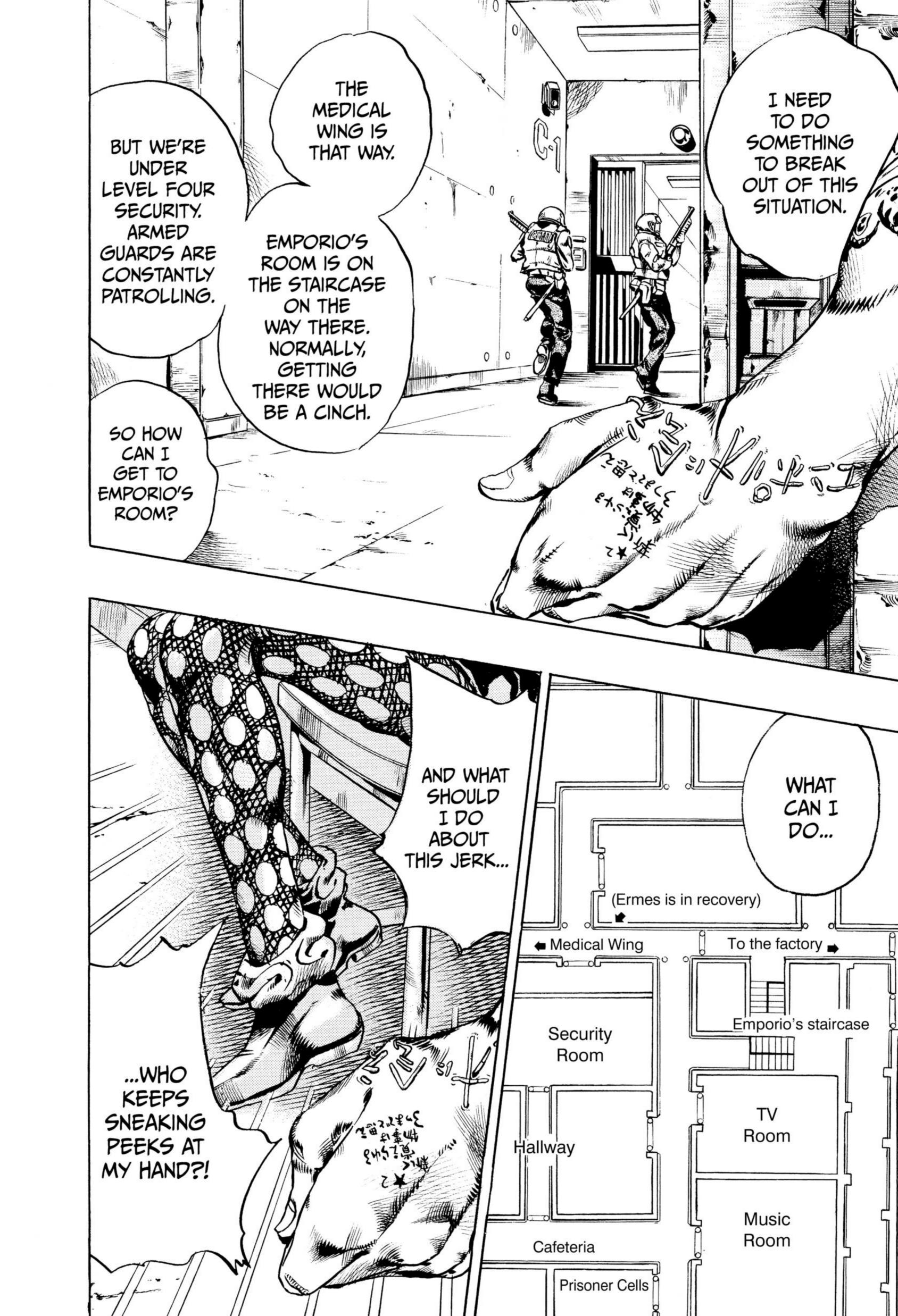


















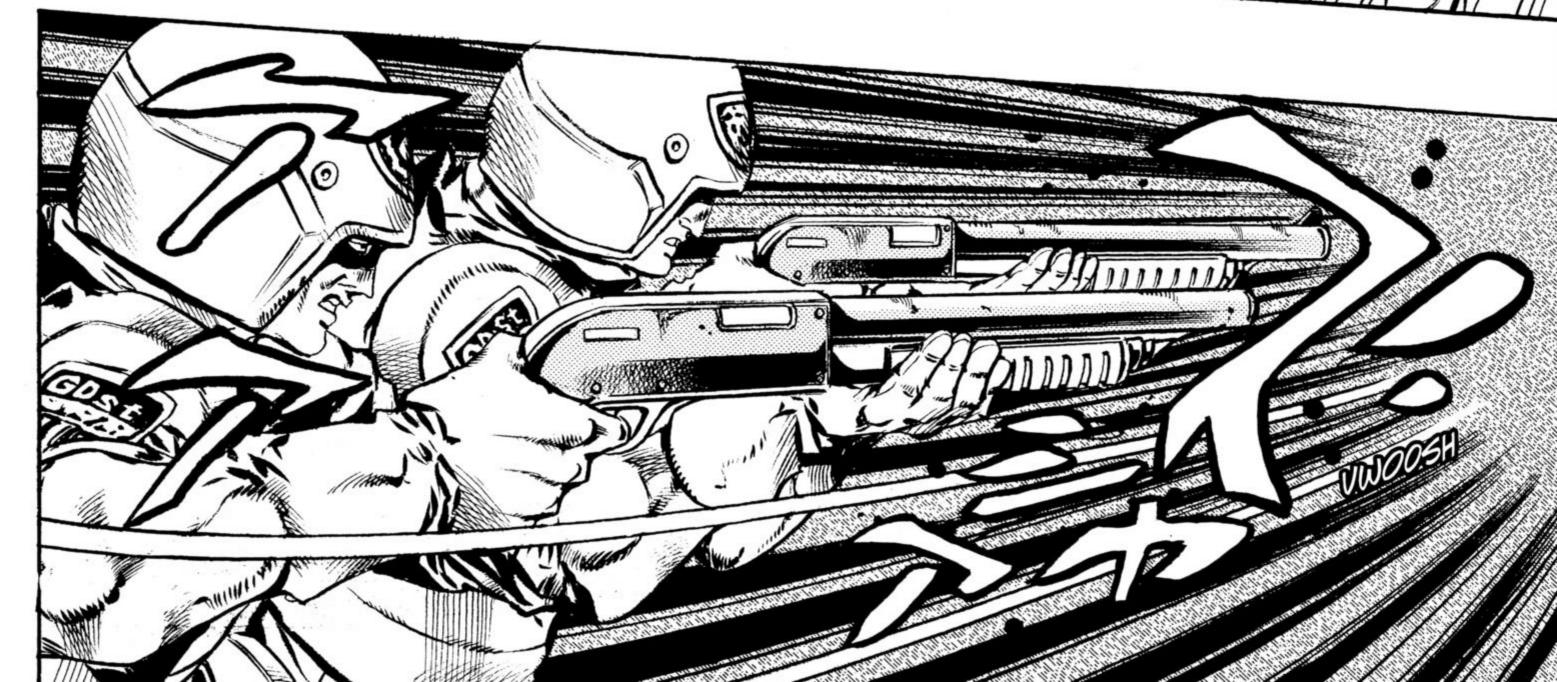








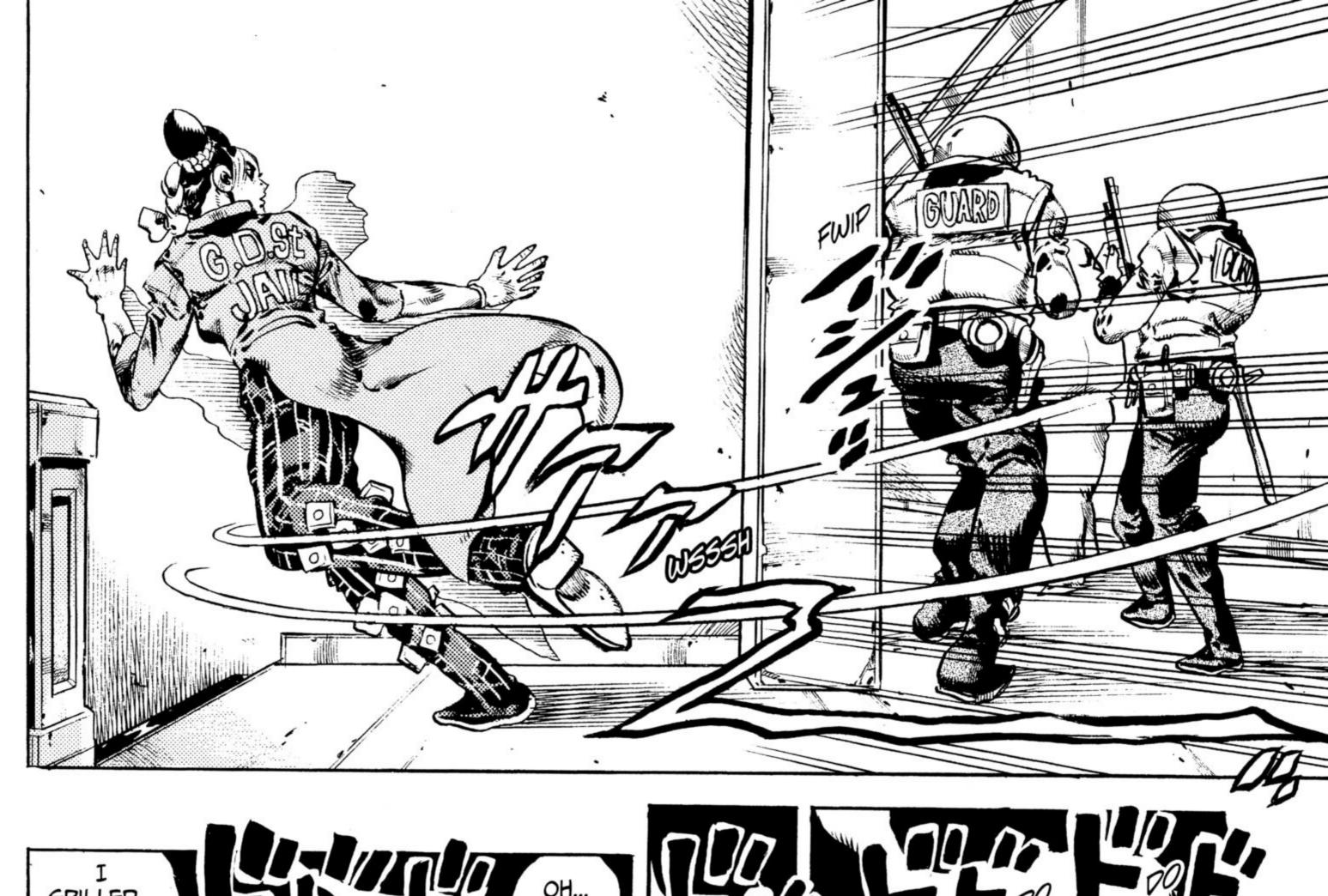




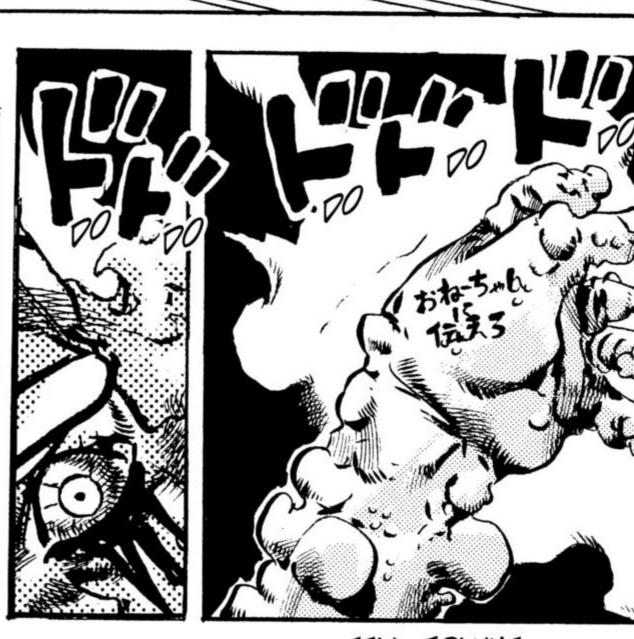


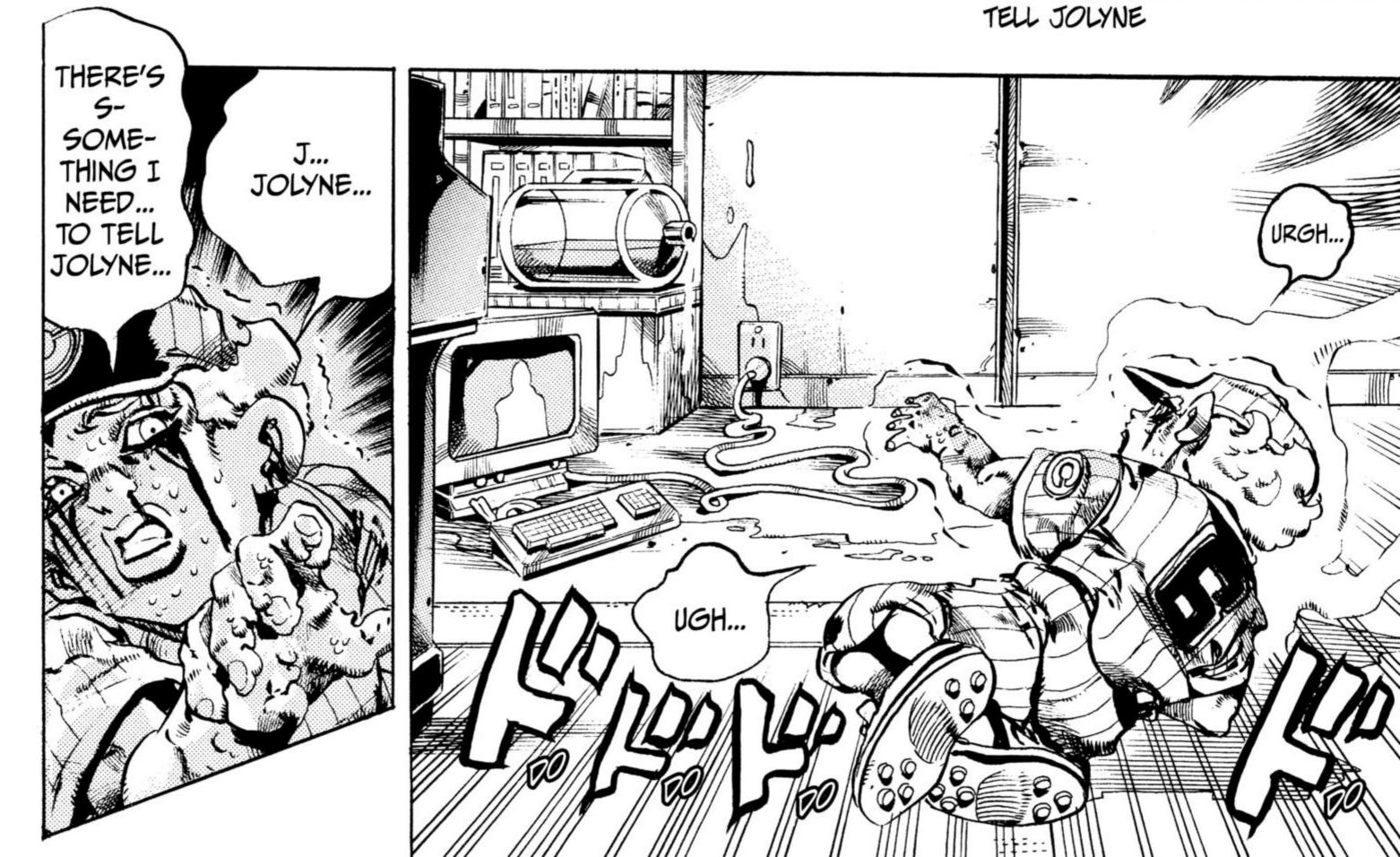


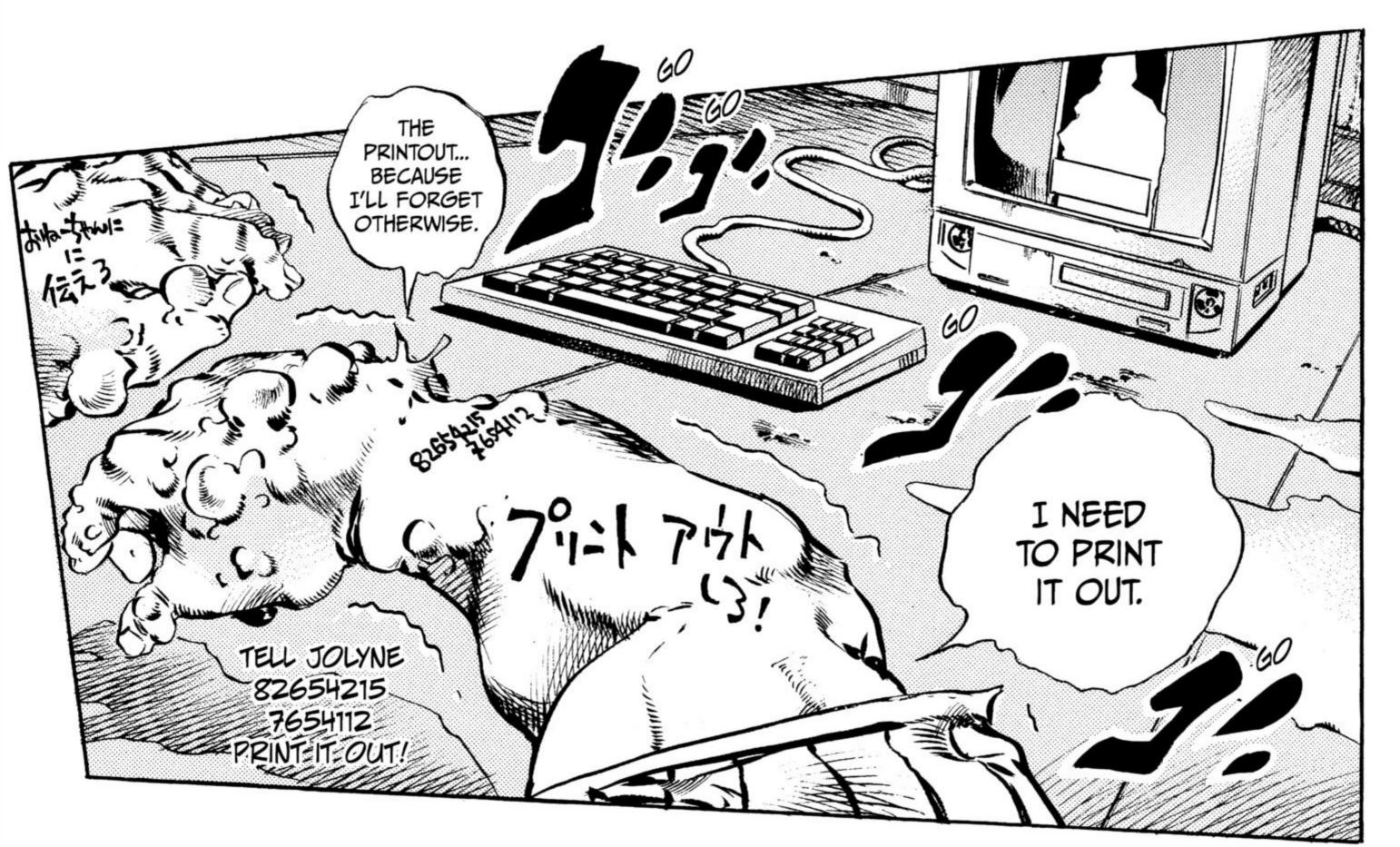




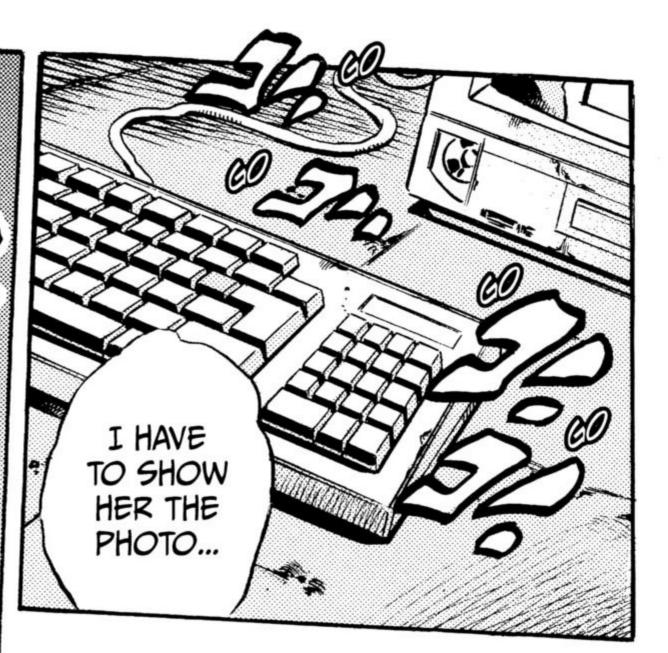














Name: Mewccia Mewler (age 25)
Current Duty: Green Dolphin Street Prison

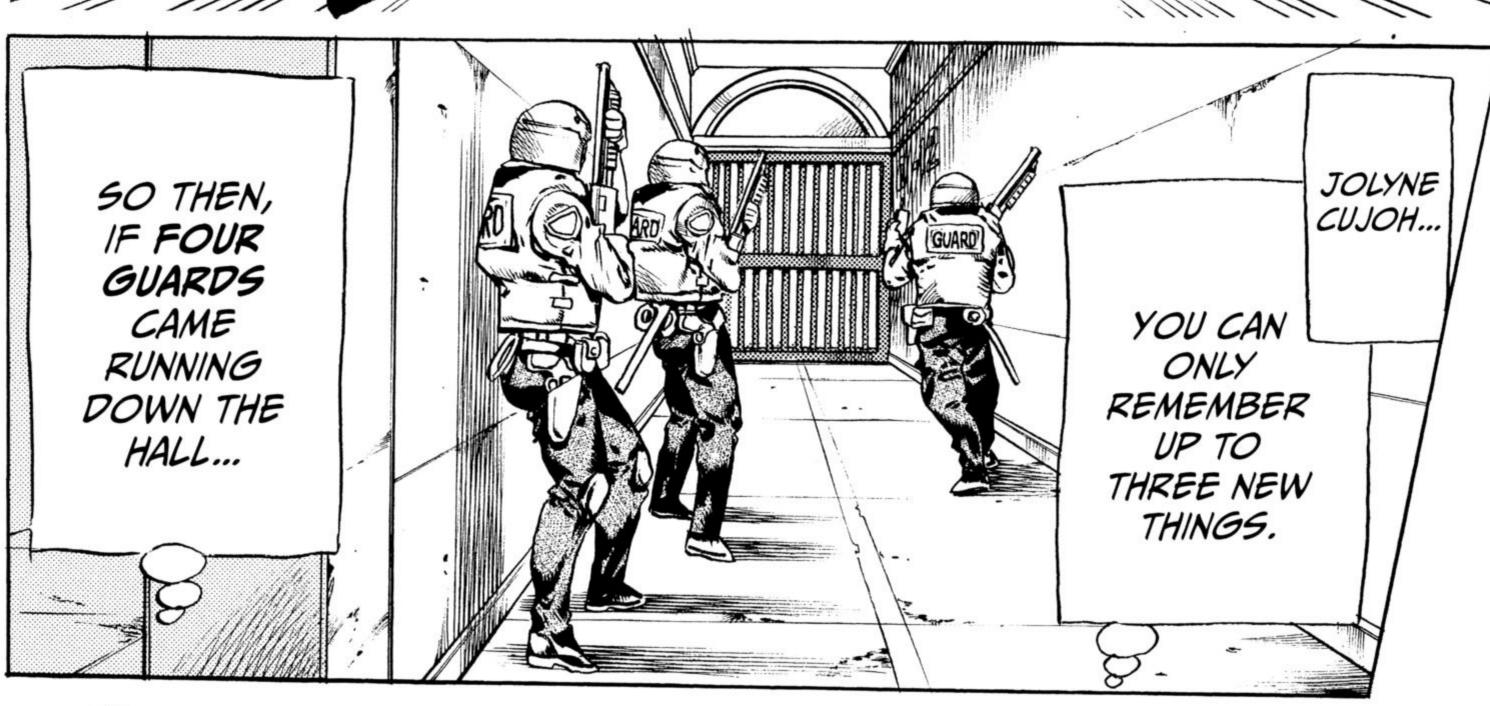
Lead Guard

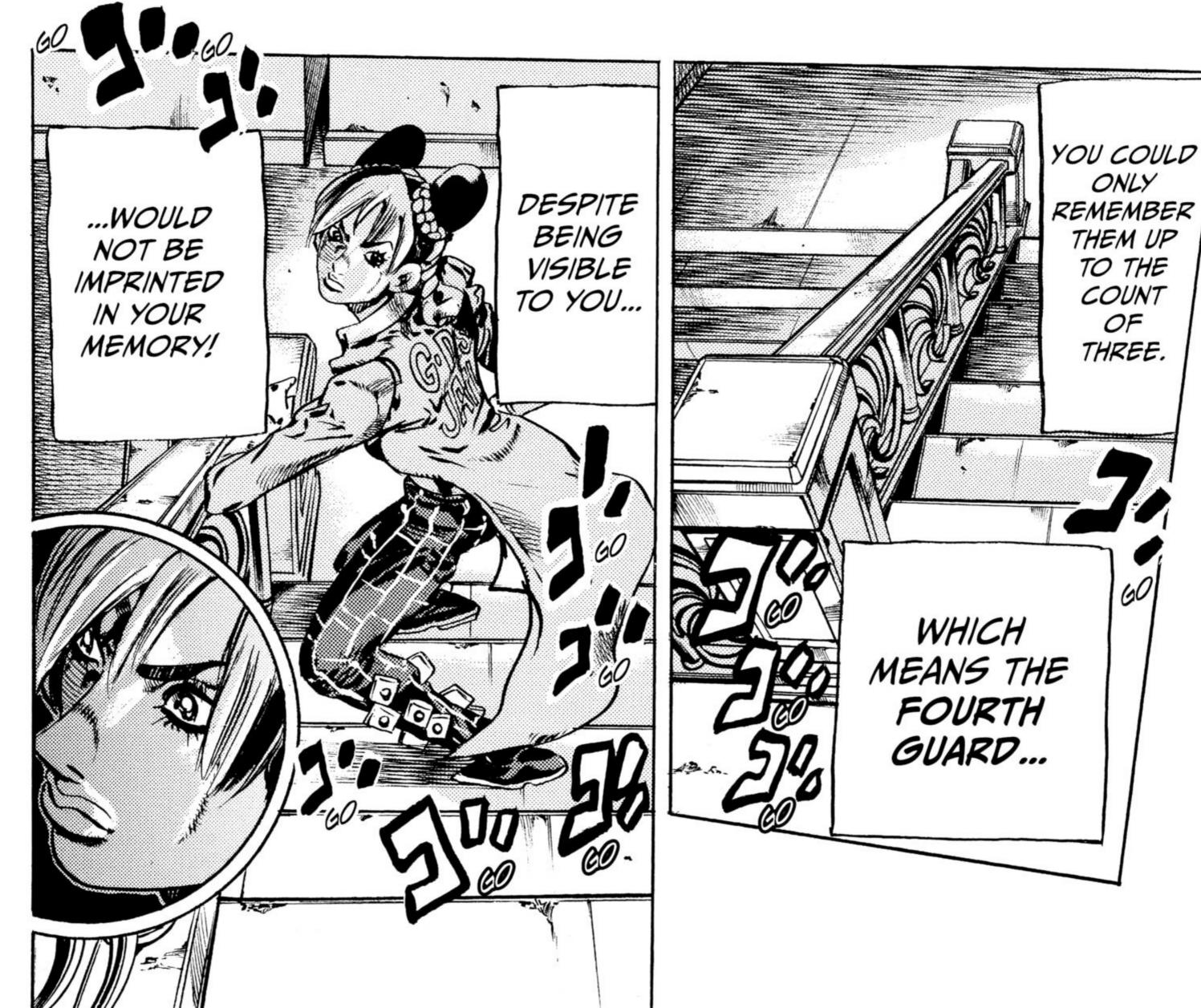
Supervisor of the Visiting Rooms and Front Gate



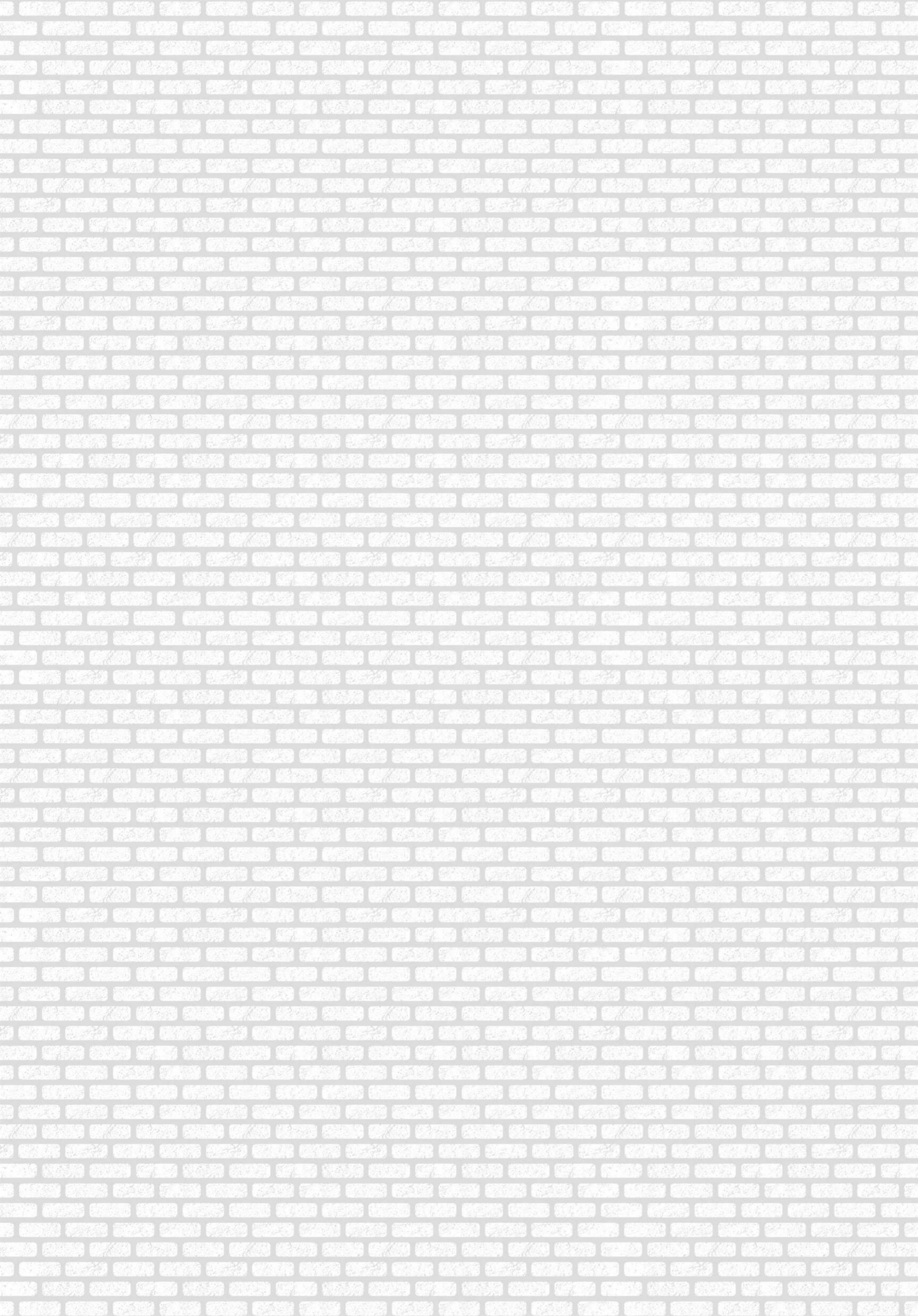
Lead Guard

Supervisor of the Visiting Rooms and Front Gate

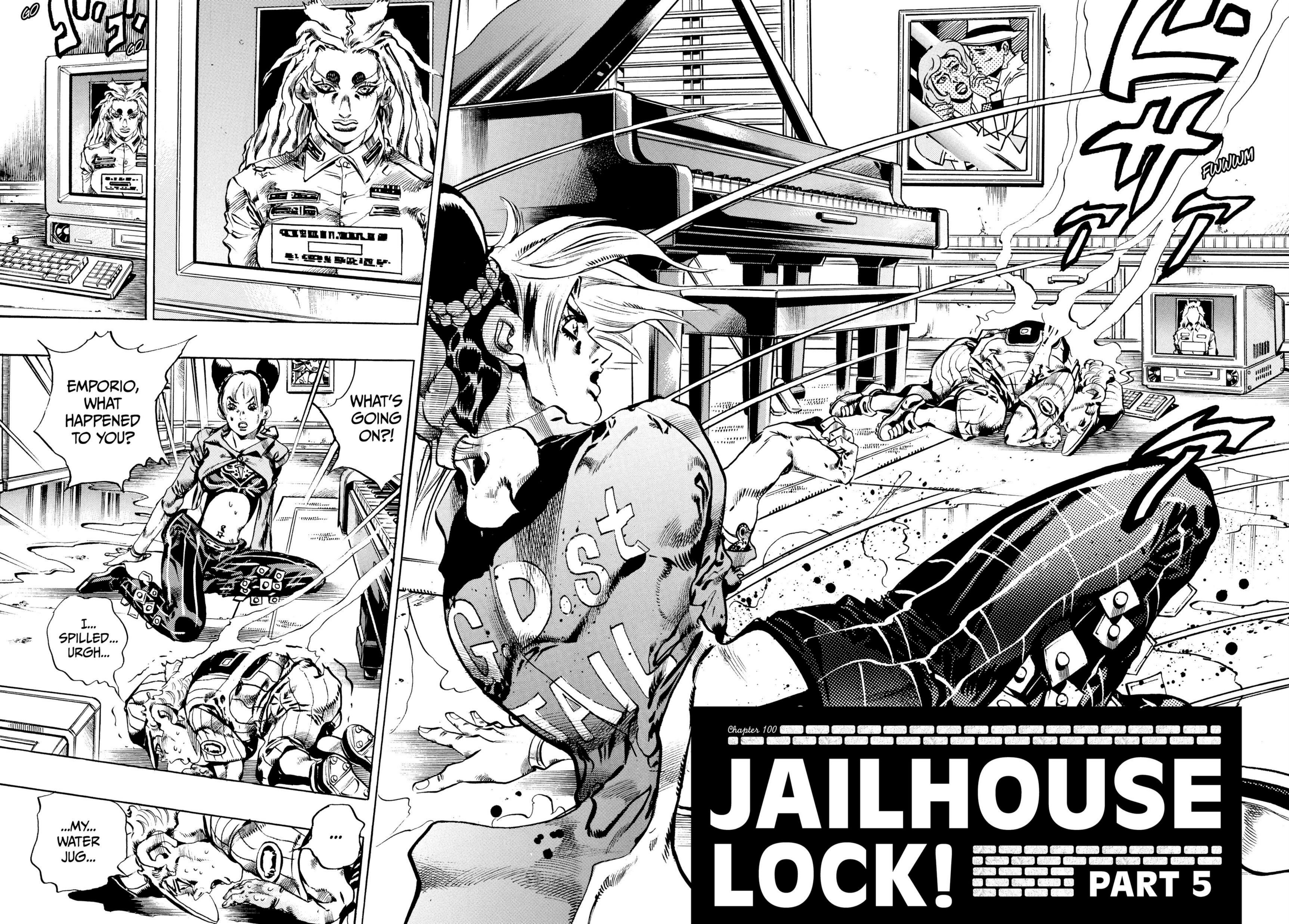


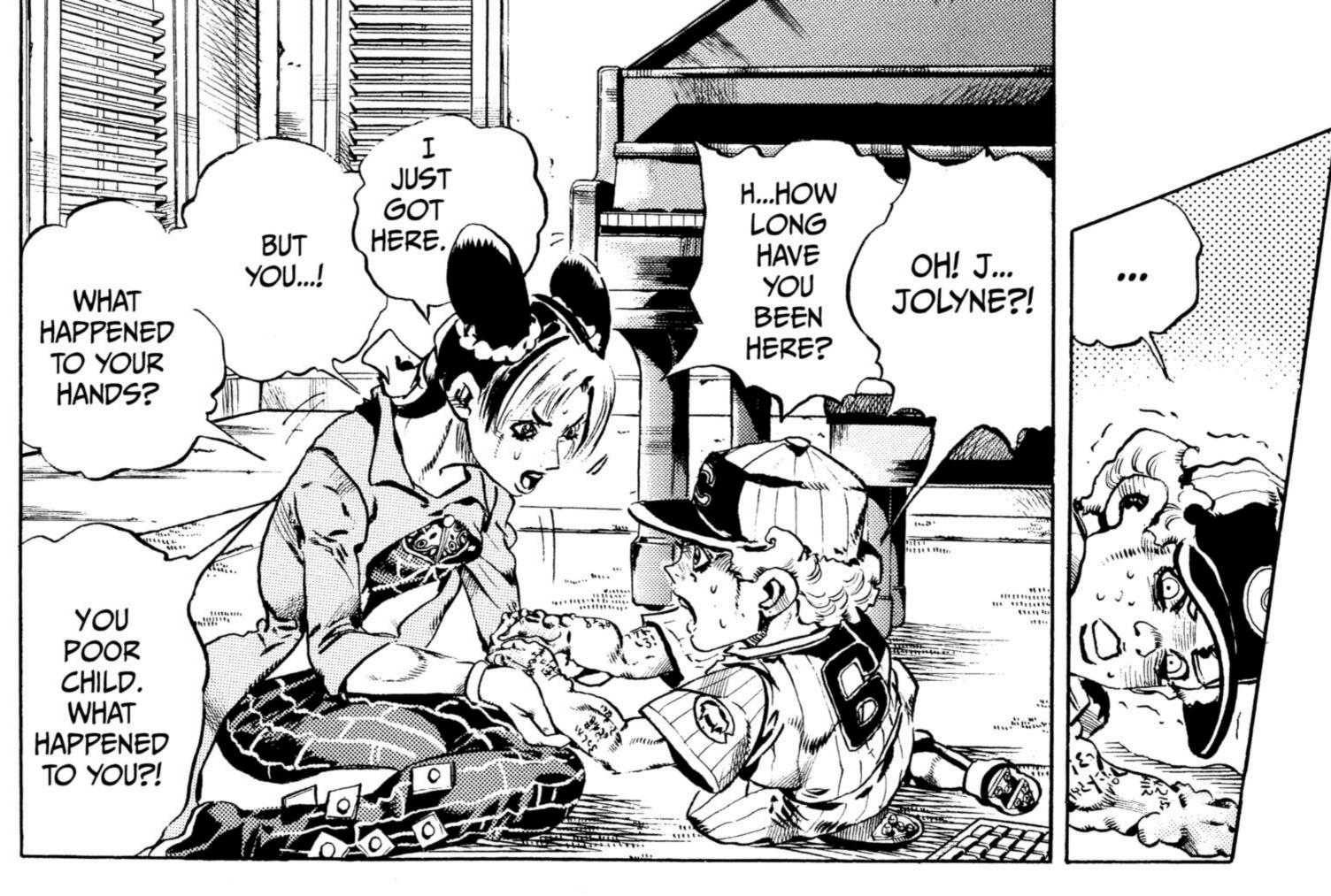














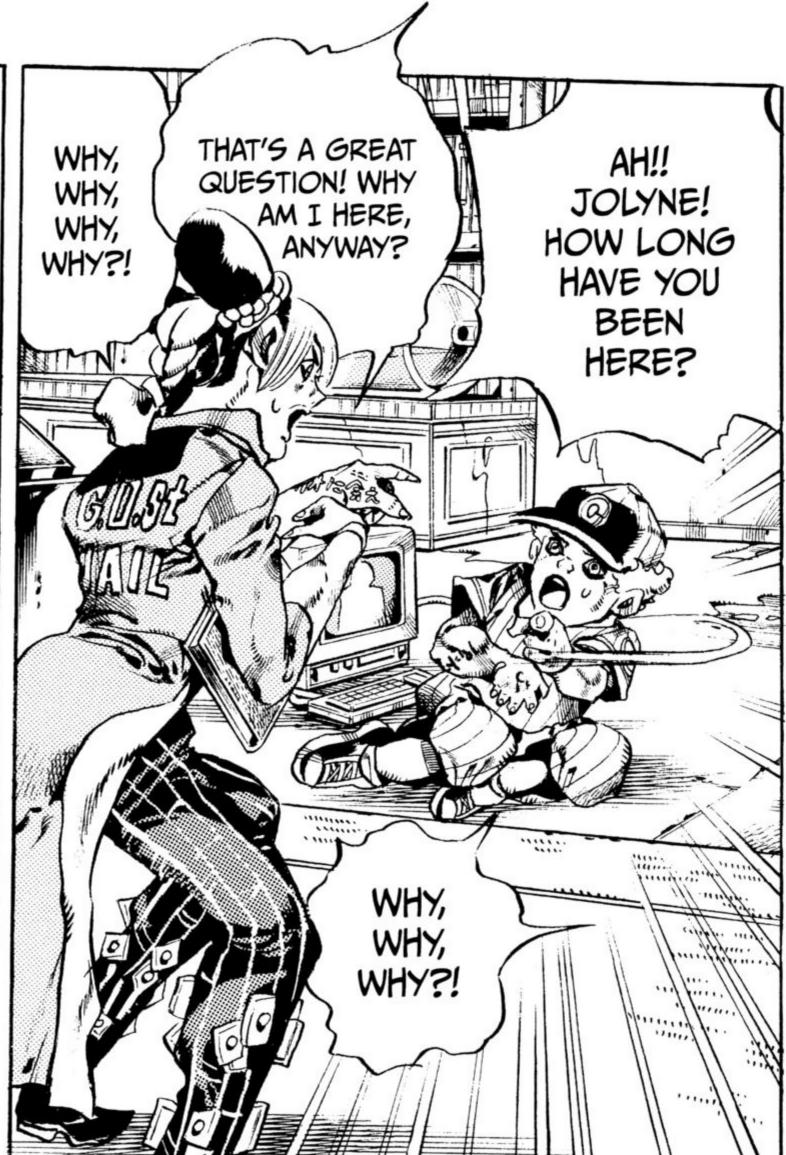


























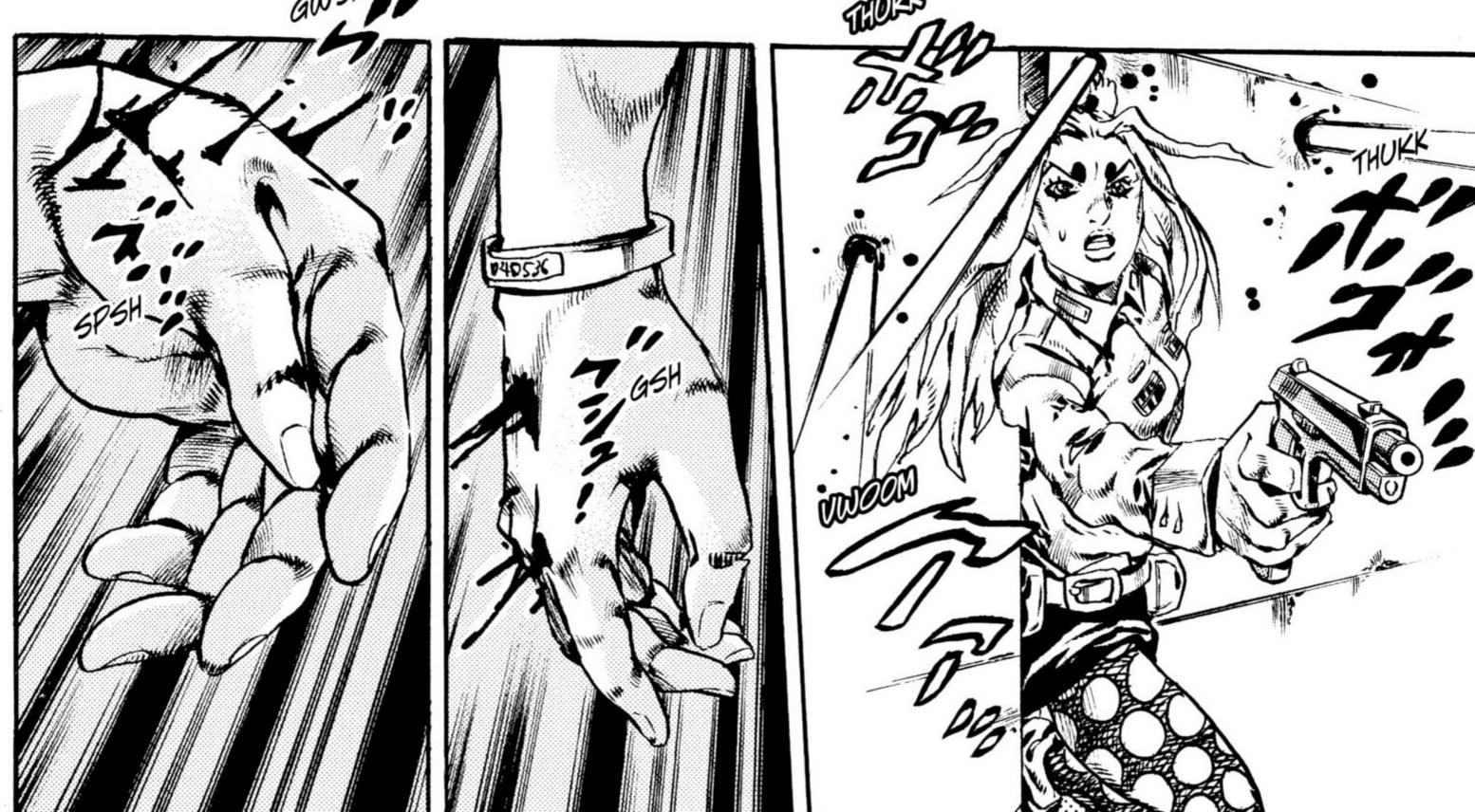














PRIVILEGE CARD



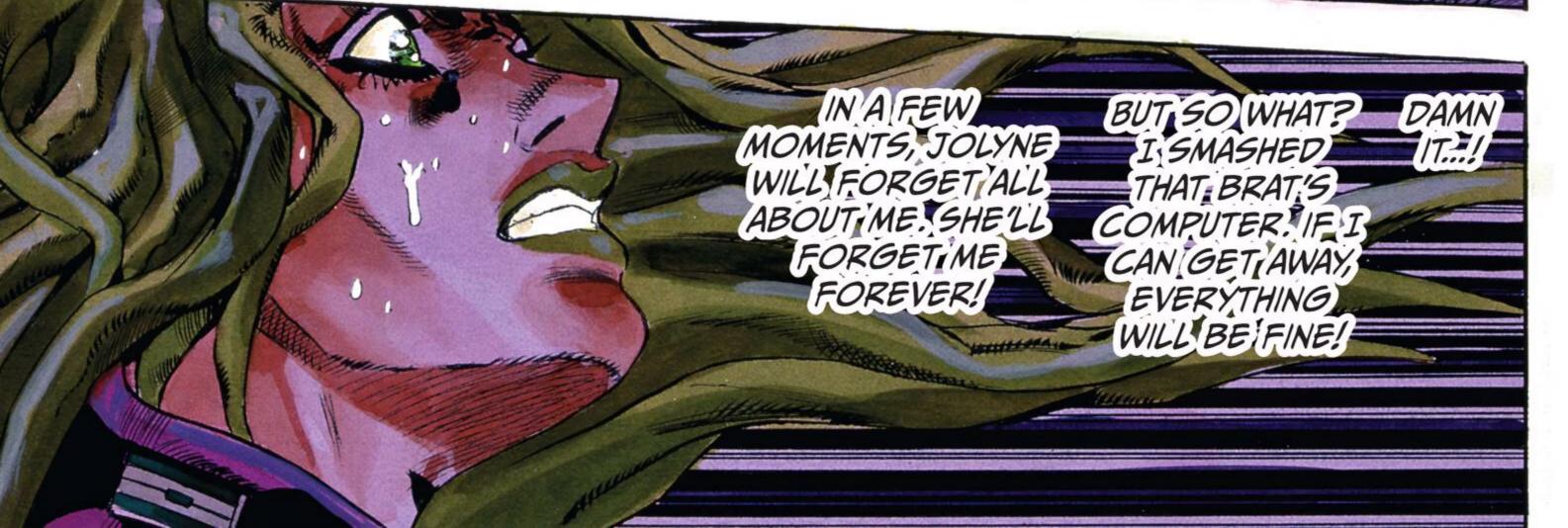
Emporio's full name is Emporio Alnino. He says that he is 11 years old and was born on February 17, but he doesn't know his exact birthdate because his mother was a prisoner who gave birth to him in prison and raised him in secret.

She was also a Stand user, and though her Stand ability is unknown, it likely involved the use of ghost objects given that she raised Emporio inside the ghost room. Emporio has reason to believe that his mother died because Pale Snake took her Stand ability disc. Now that the boy knows that Father Pucchi is Pale Snake, he hopes to learn the priest's motives by helping Jolyne.

Emporio's Stand name is Burn the House Down.















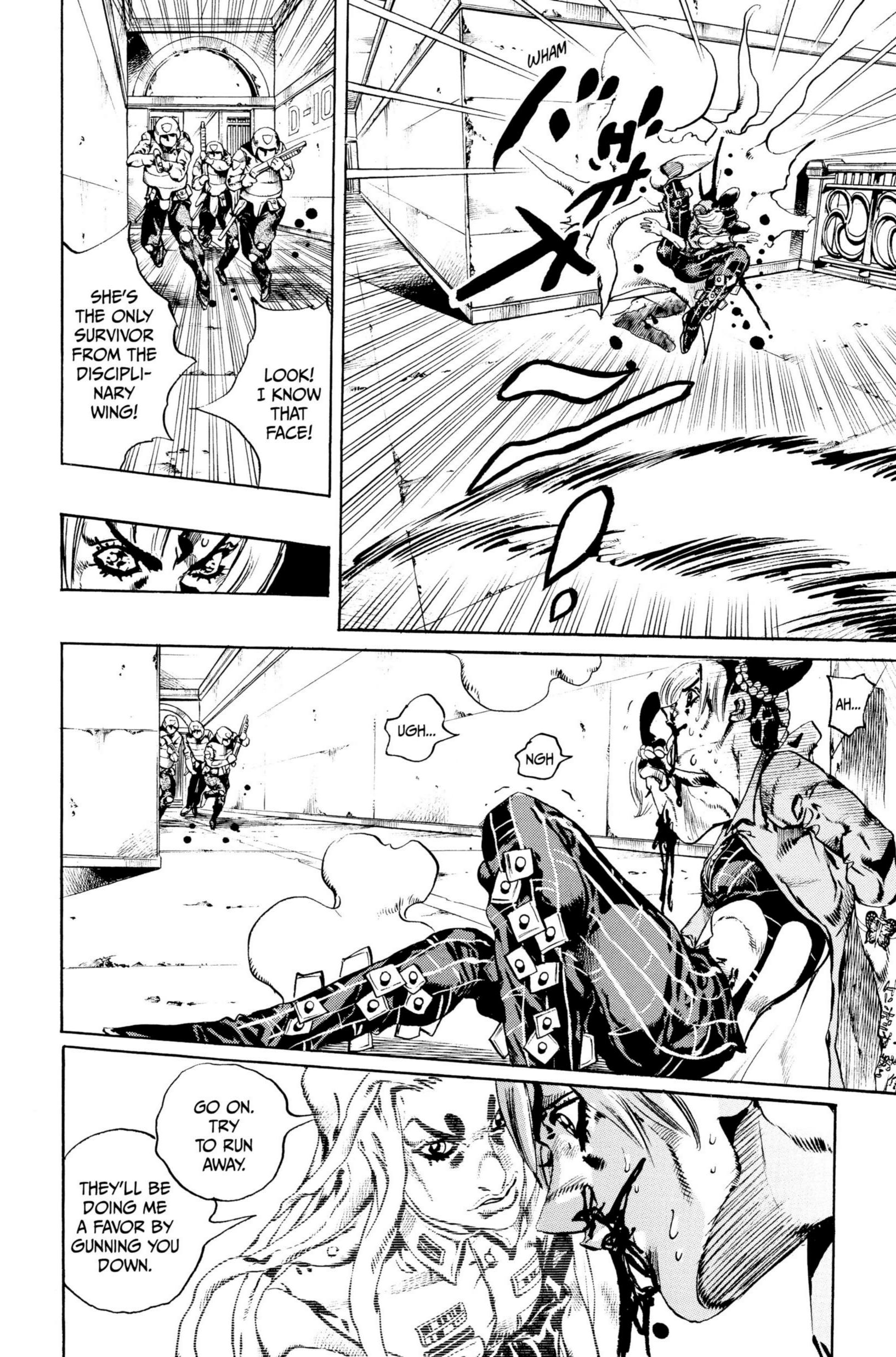




















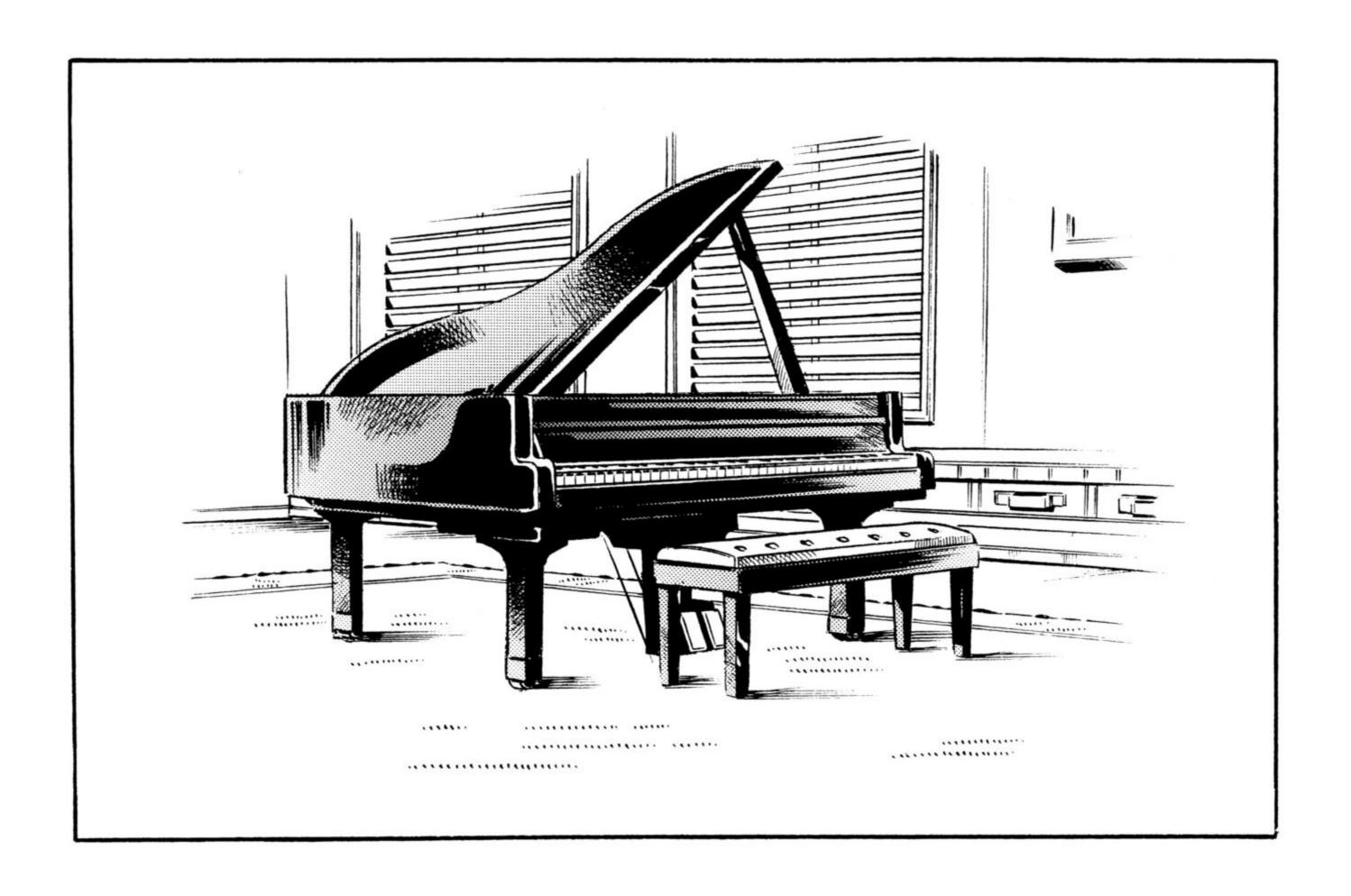












Stand Name: Burn the House Down User: Emporio		
Destructive Power: N/A	Speed: N/A	Range: N/A
Staying Power: N/A	Precision: N/A	Potential: N/A

Ability: In the second half of the 1980s, a fire broke out in Green Dolphin Street Prison, and the facility was renovated and expanded in the 1990s. Emporio can see the building's ghost—places in the prison that remain frozen as they were before the fire. Not only can he see them, but he also has the ability to make use of them. For example, he can play a piano or read books that were destroyed in the fire, and he can even live in hiding in the room where they were. The objects there are all his to use, including a lighter, a desk lamp, writing implements, and more.

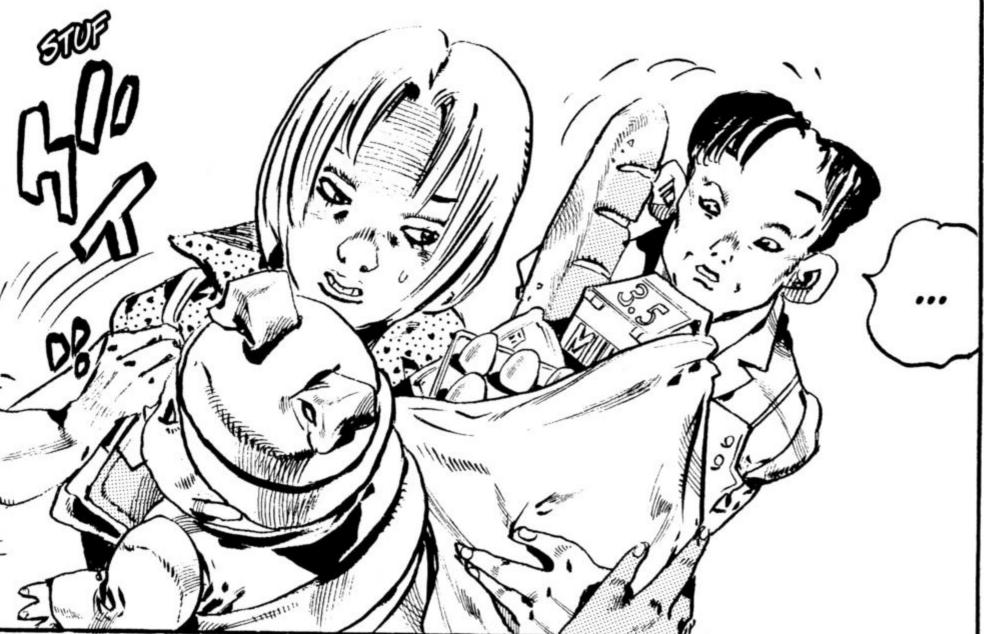
A: Amazing B: Very Good C: Average D: Poor E: Terrible





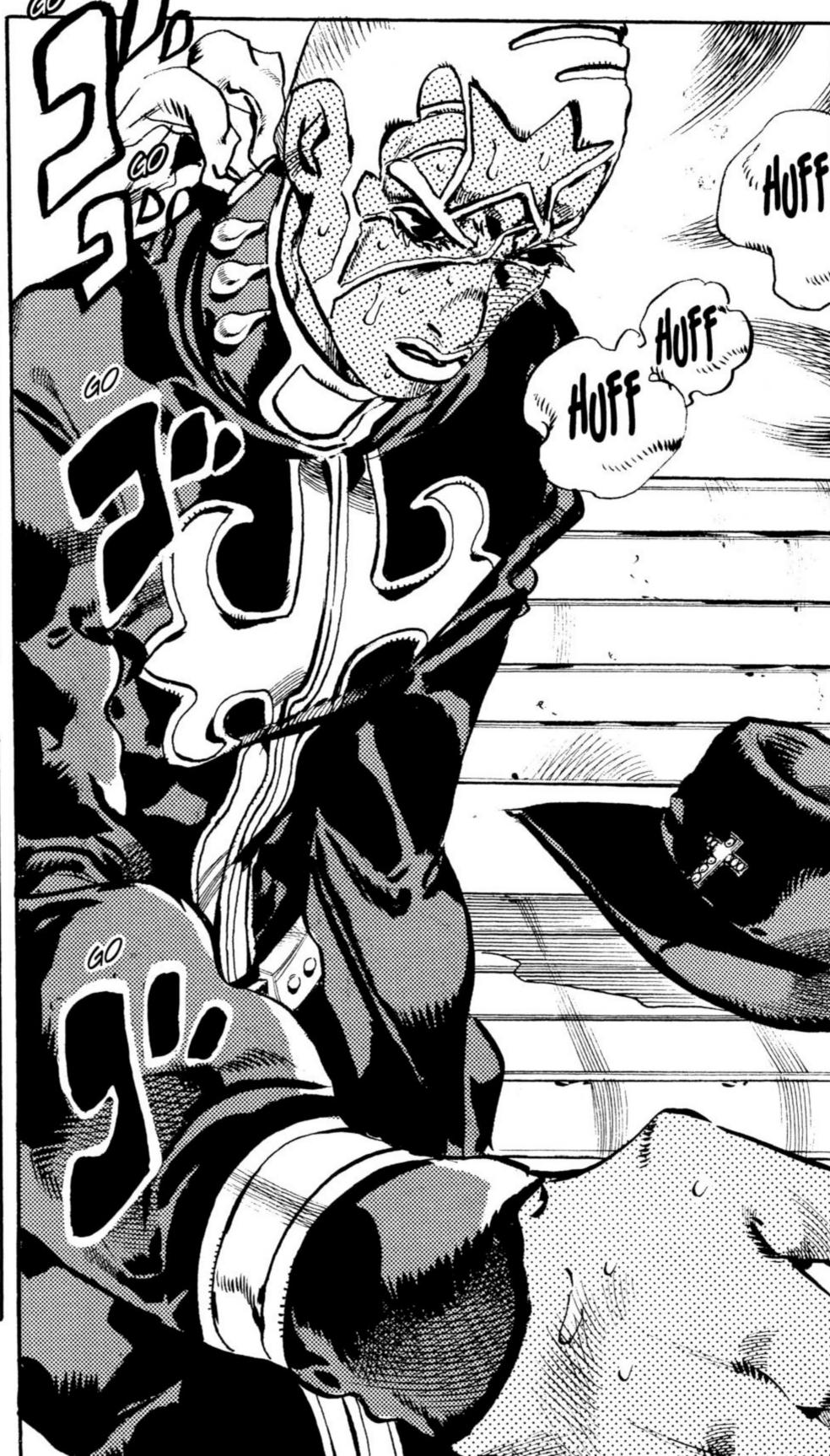




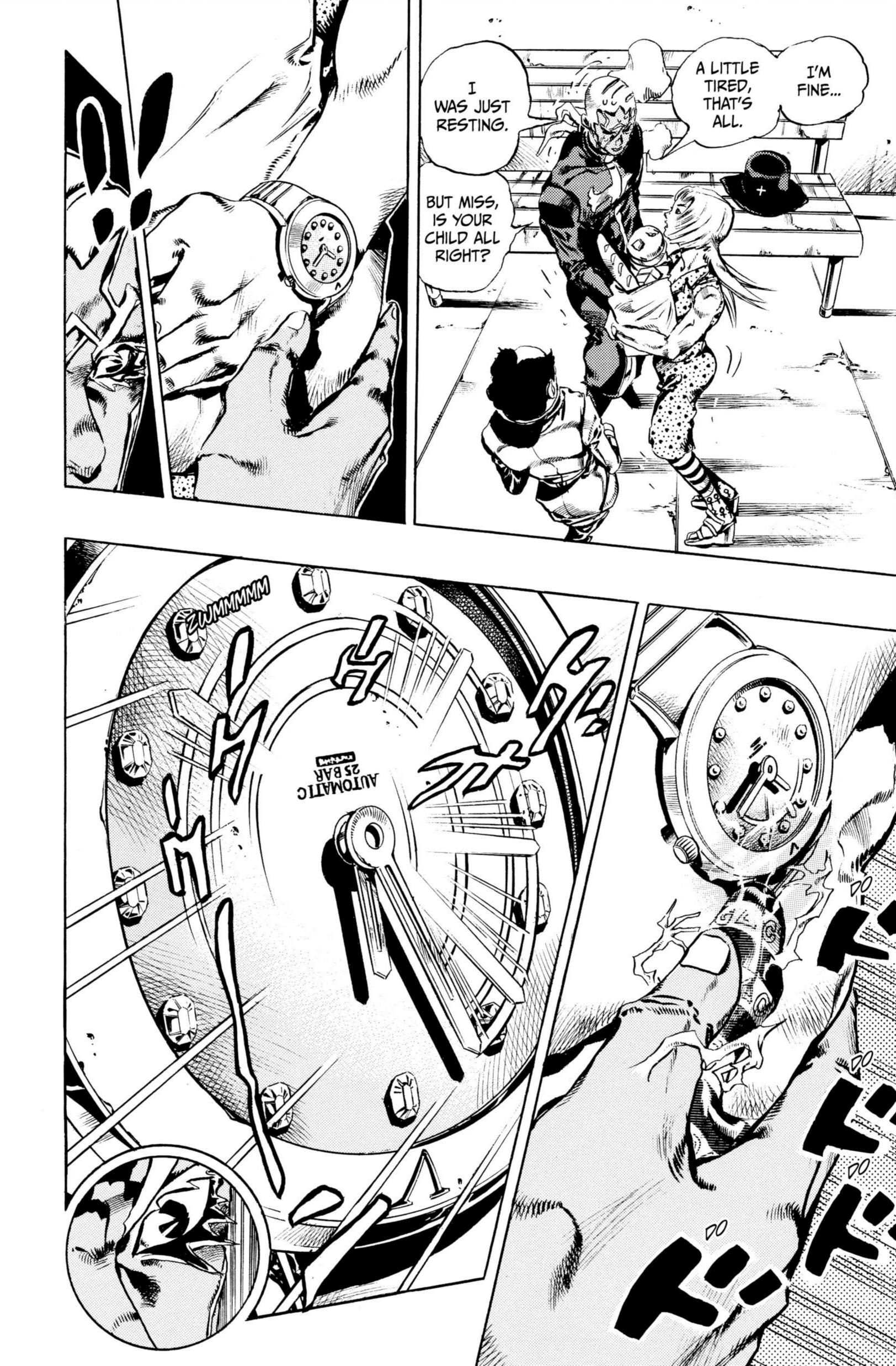


















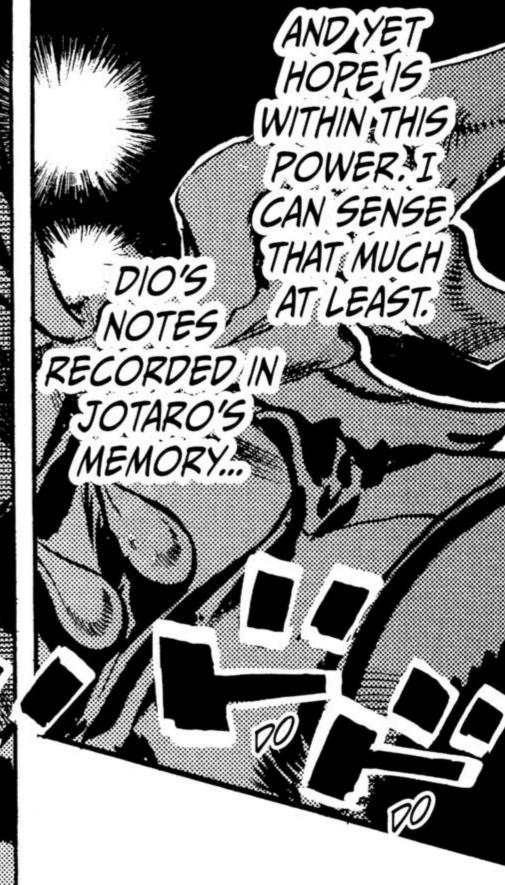
SOMETHING IS HAPPENING

SOME-





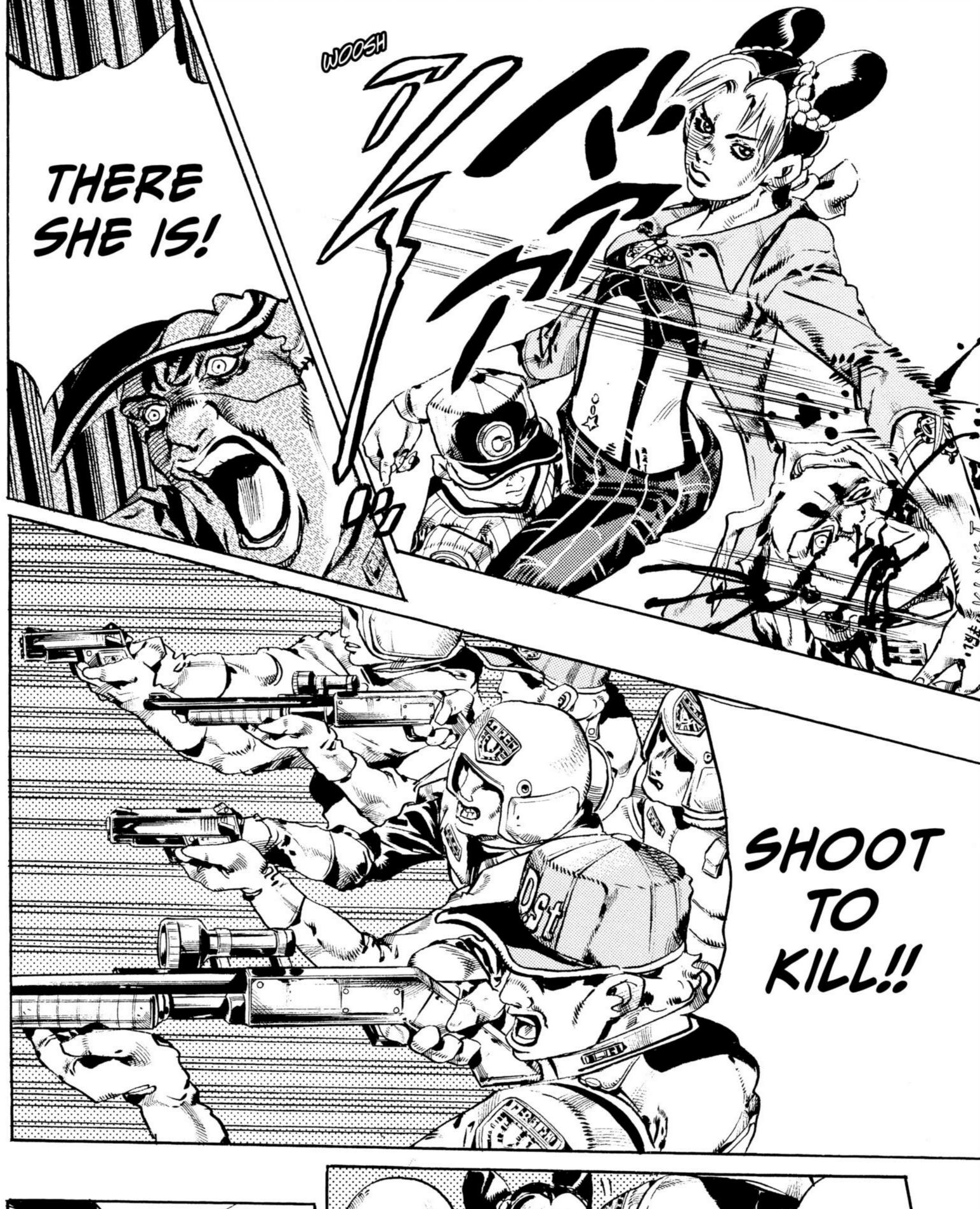












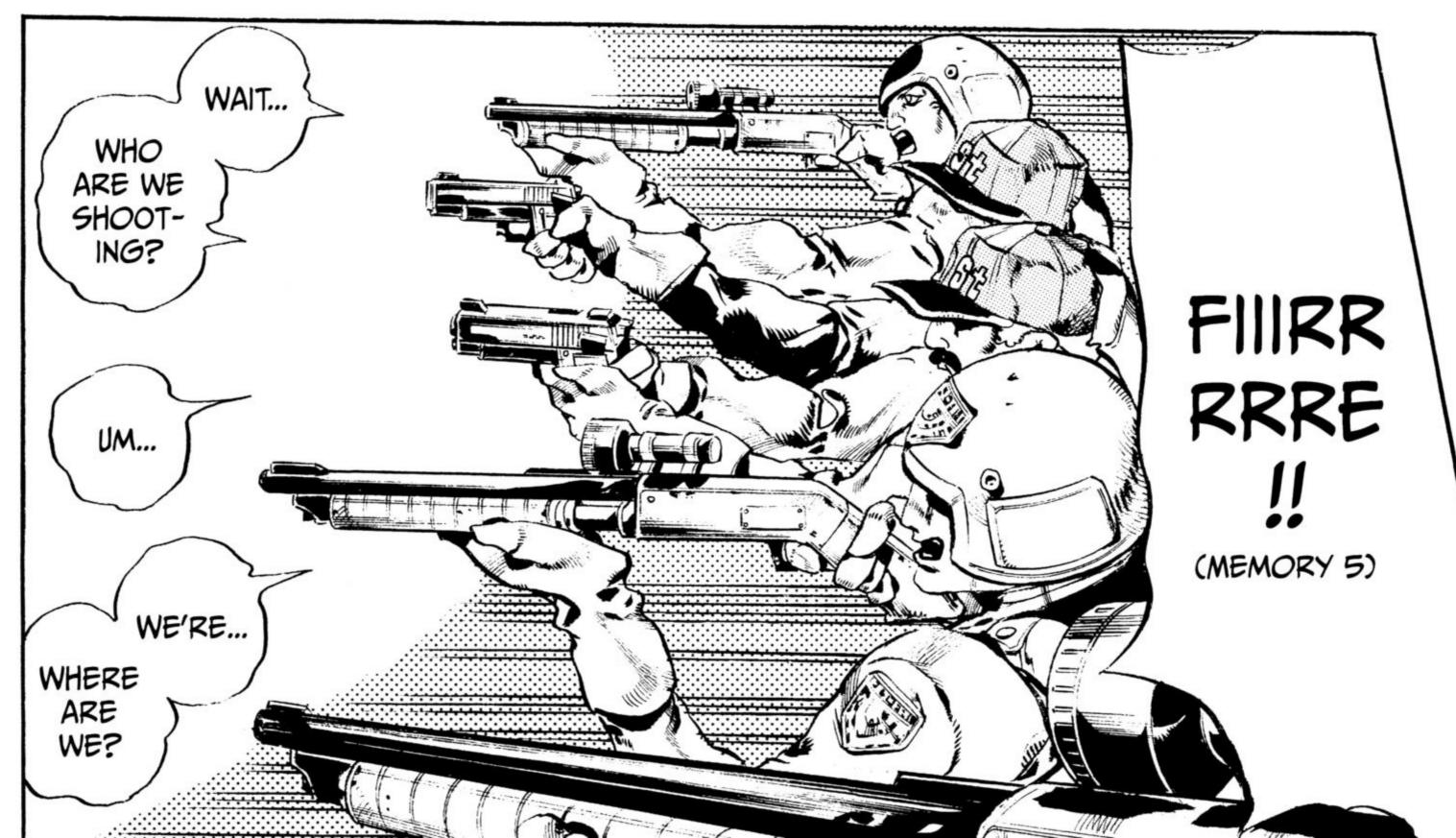


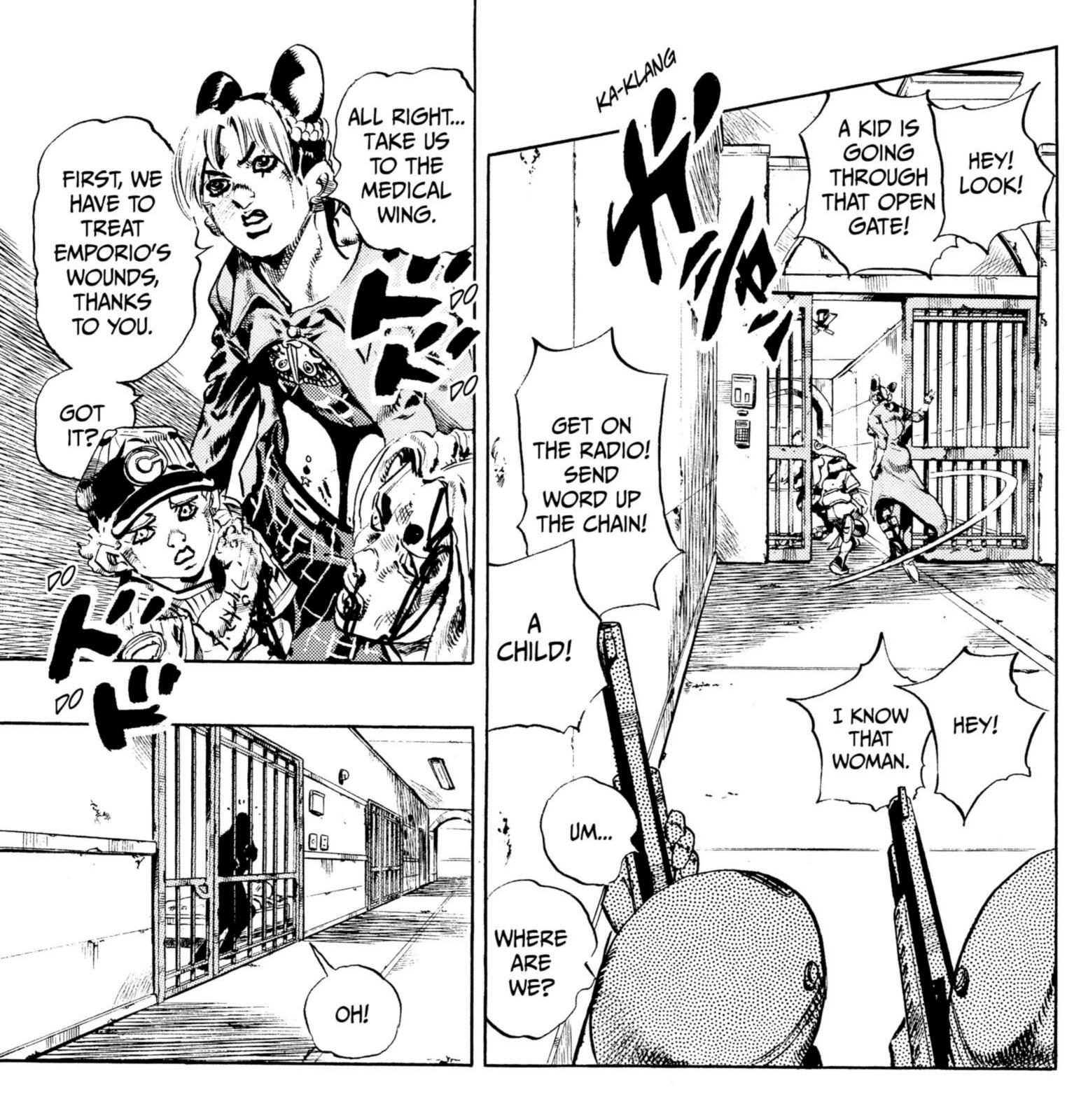






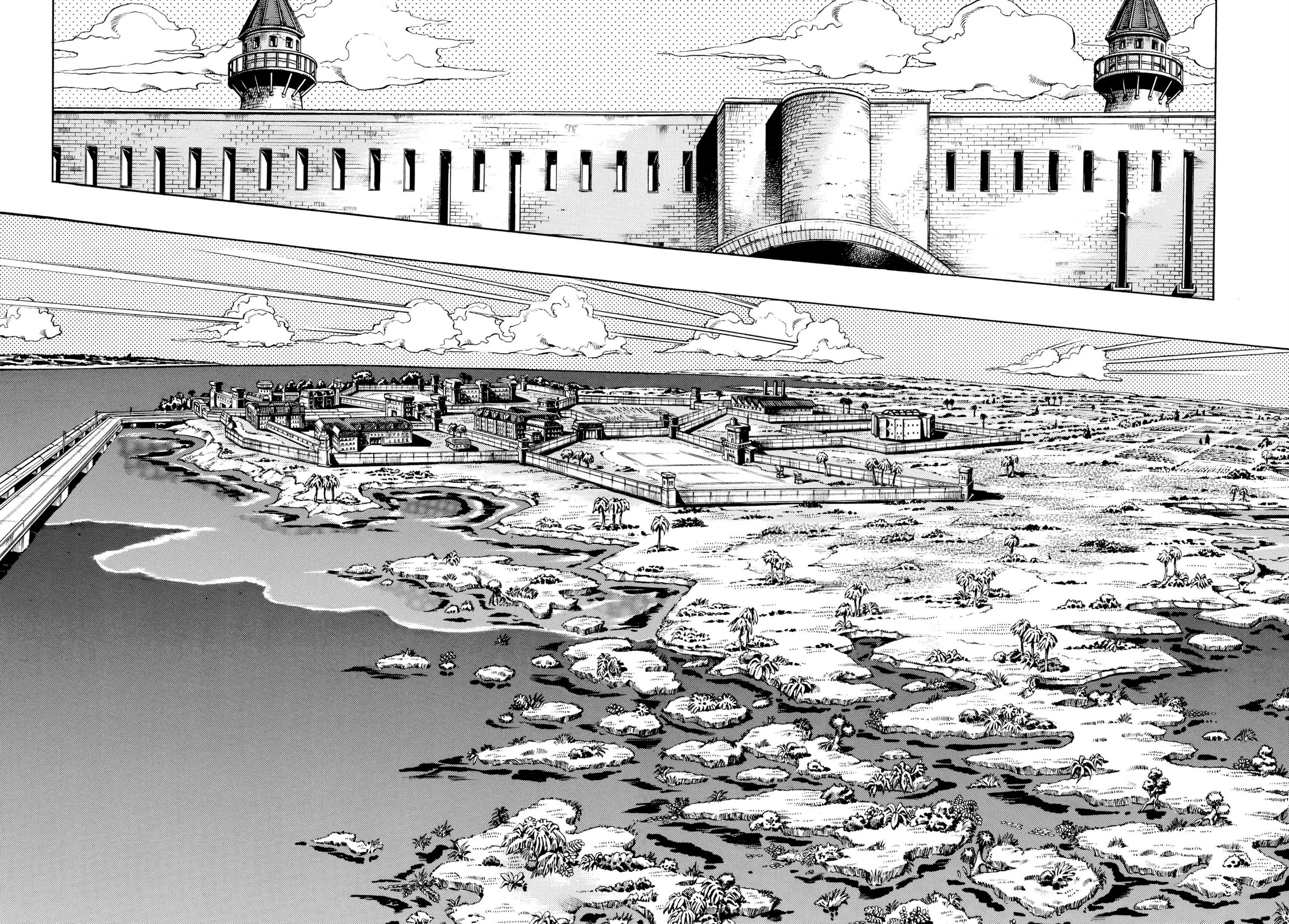








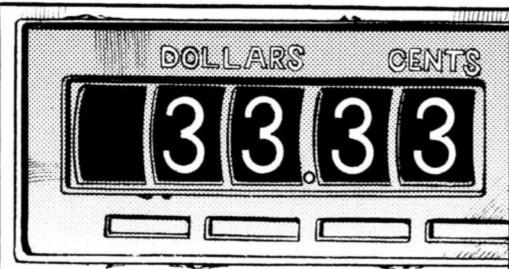




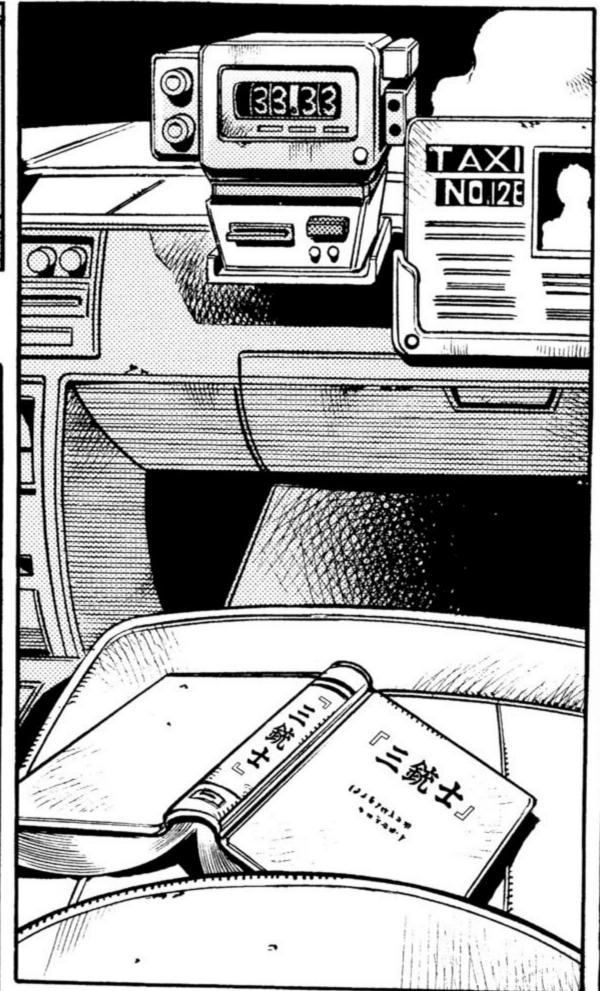




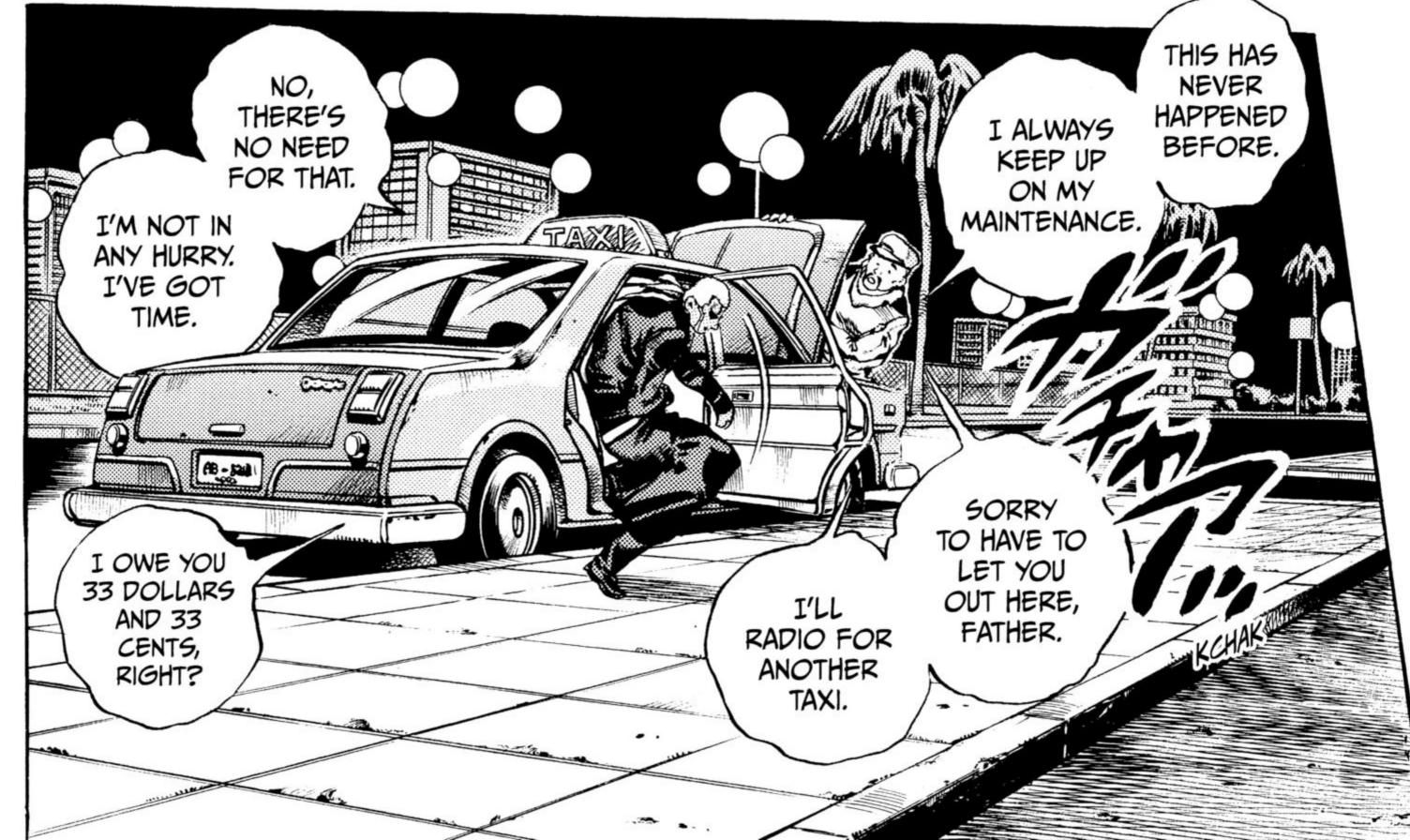




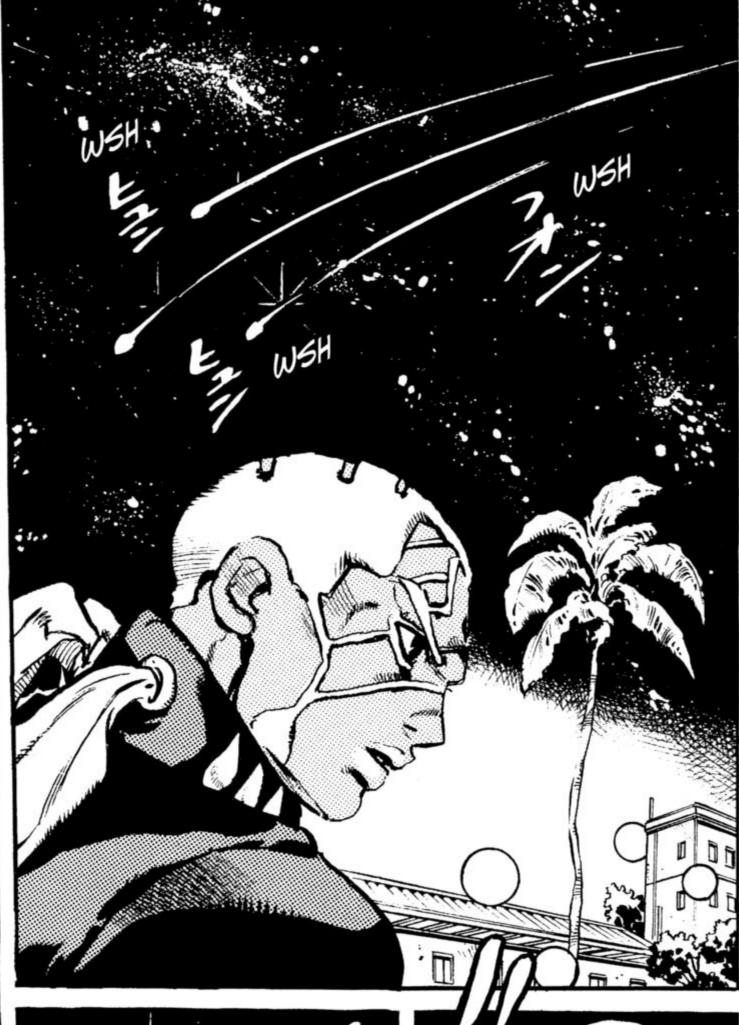














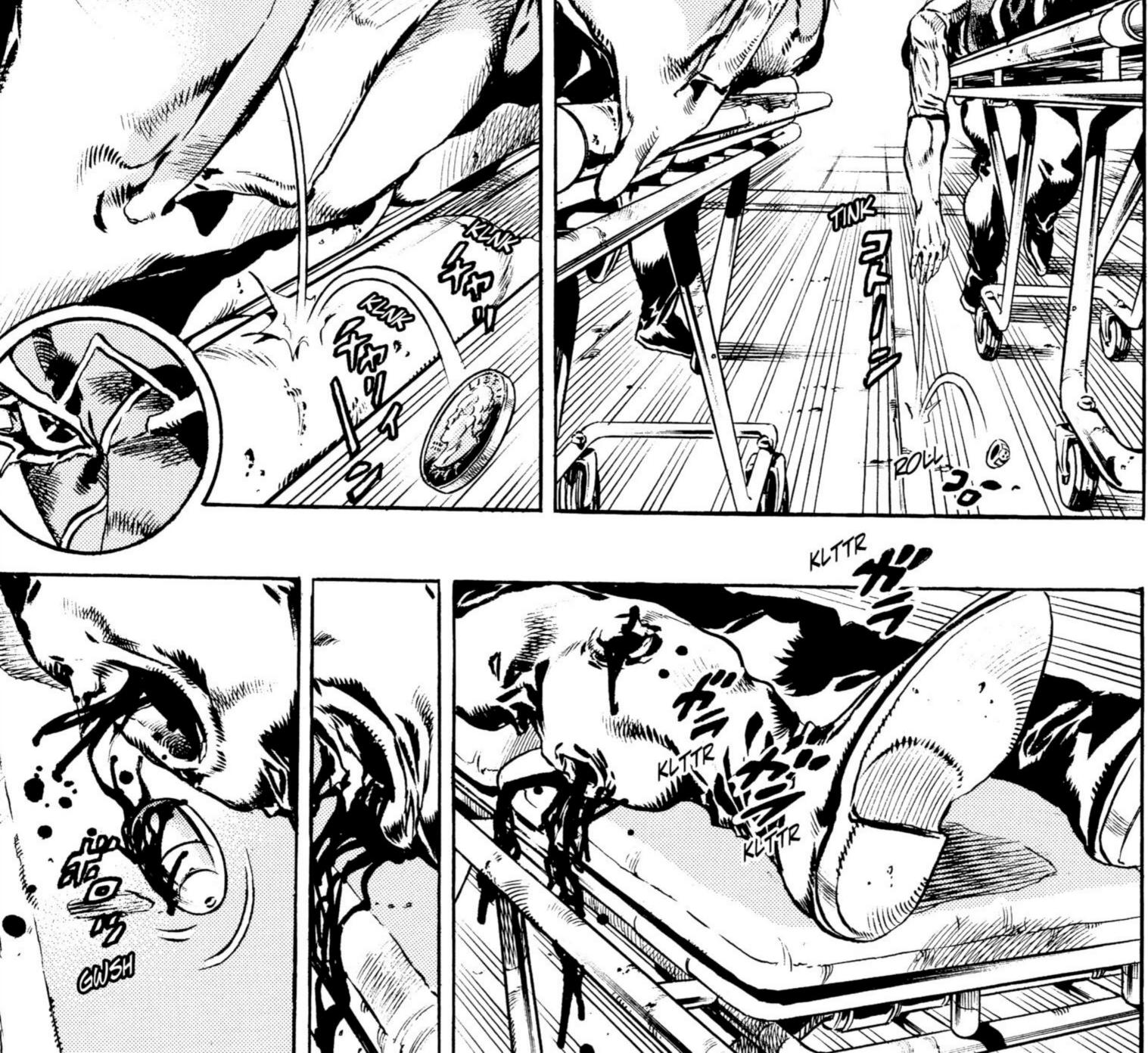


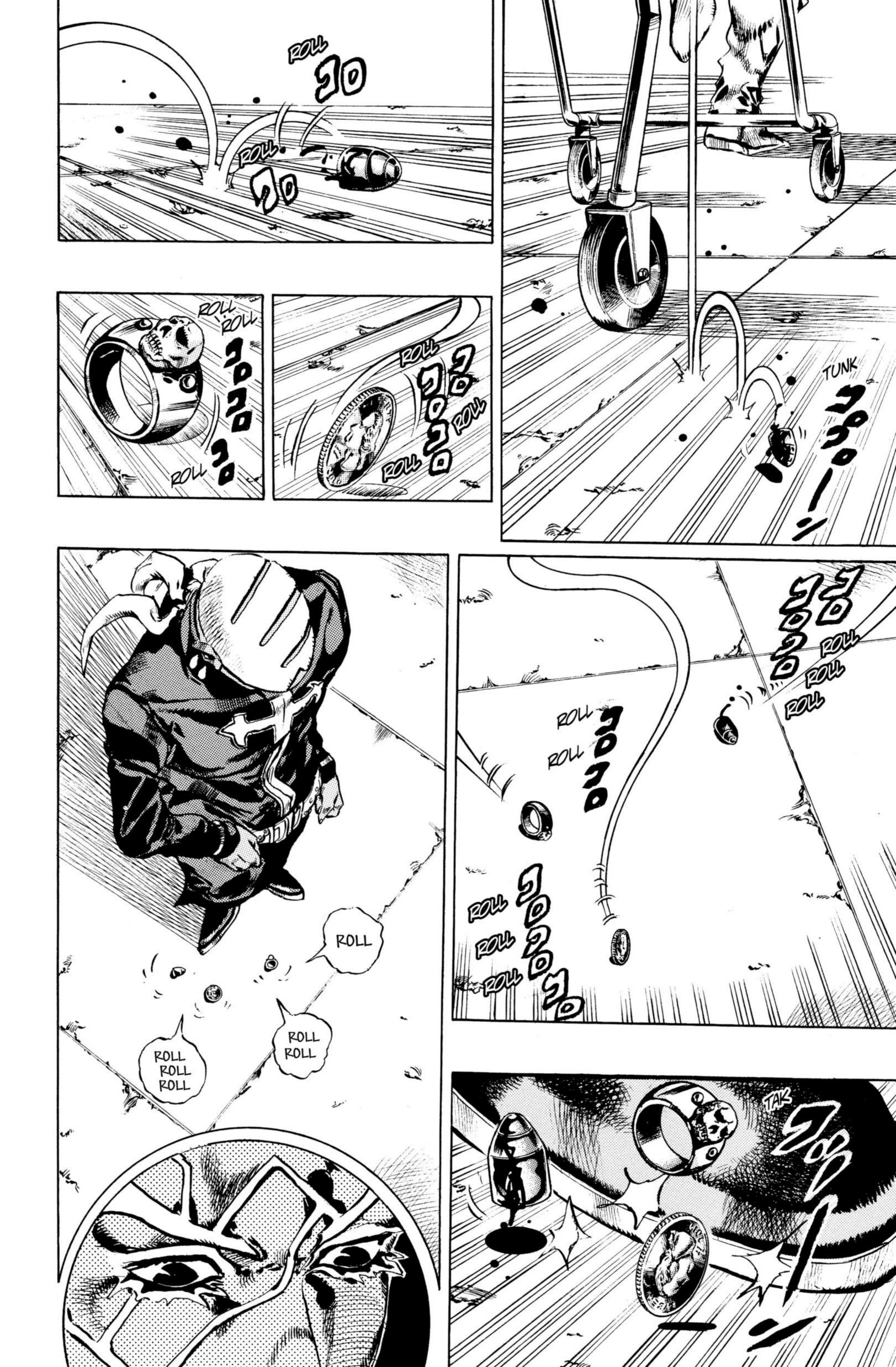
MY BODY STILL FEELS TERRIBLE, BUT I CAN WAIT IN THIS CITY FOR THE NEXT NEW MOON.







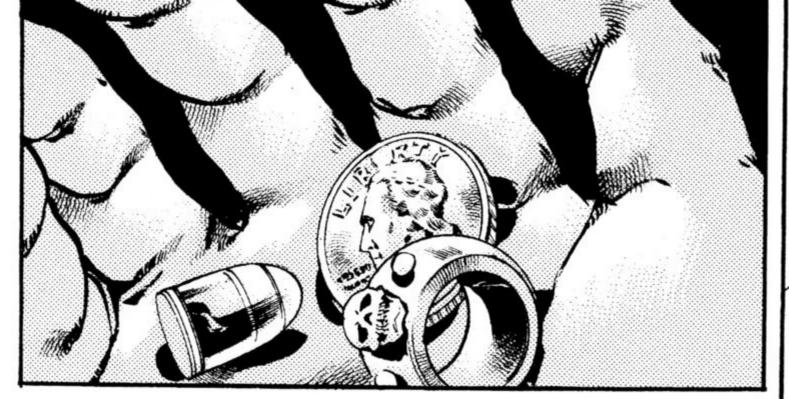


















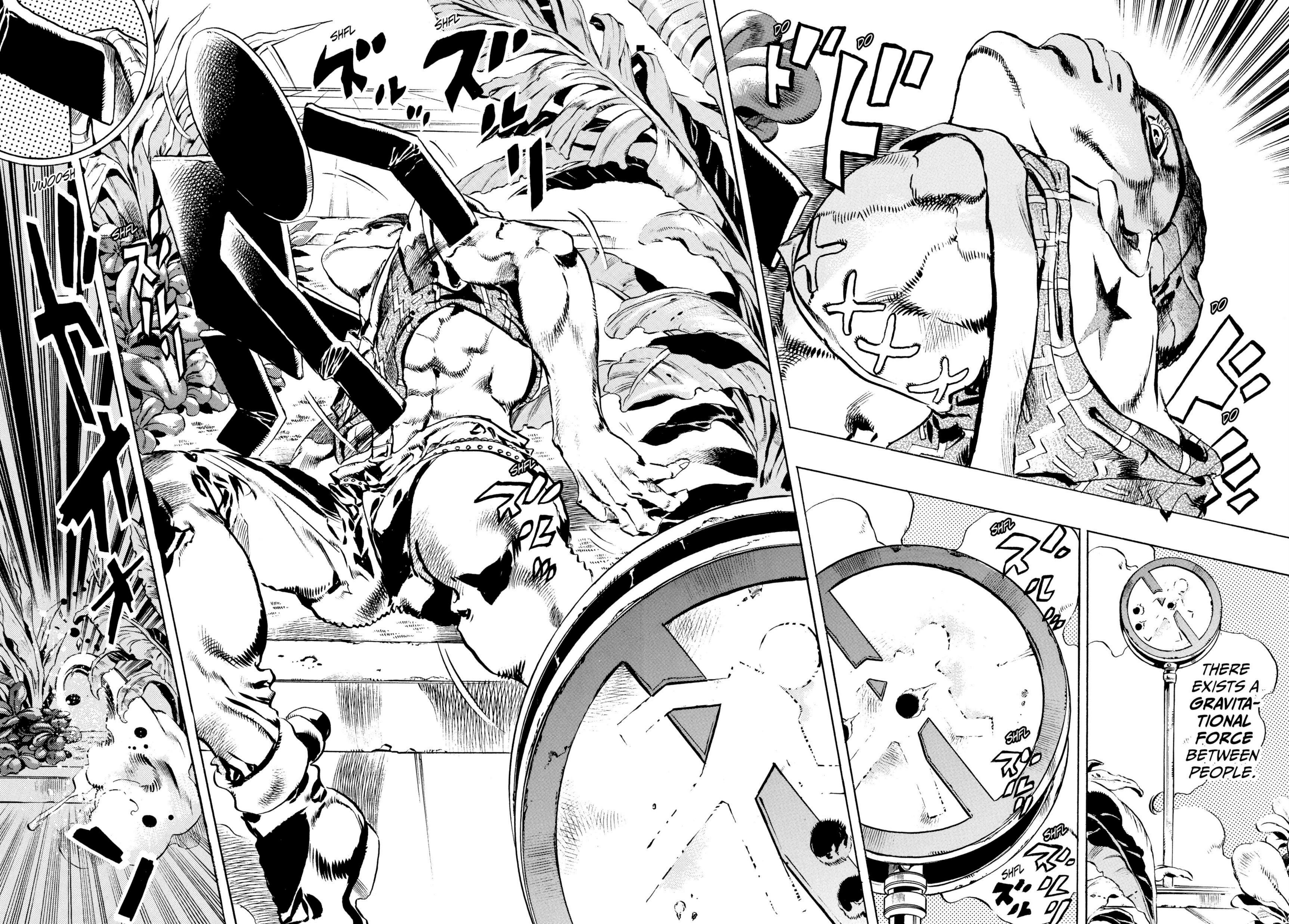






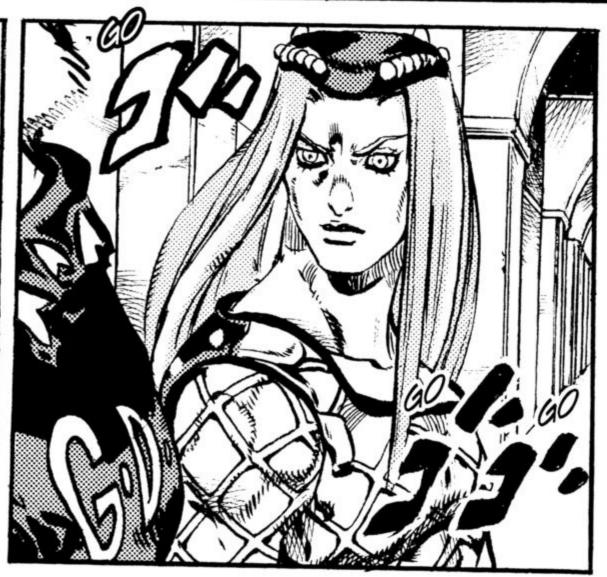


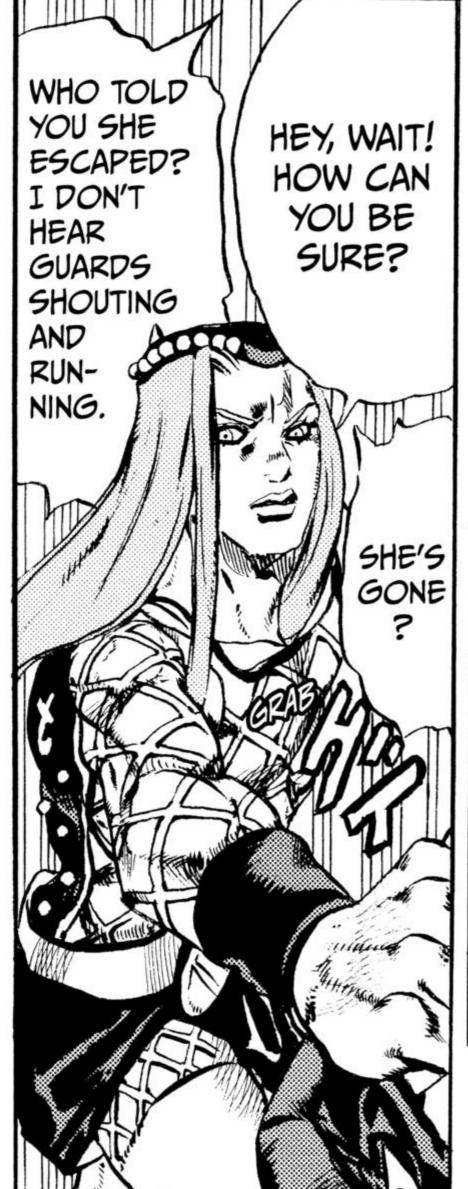












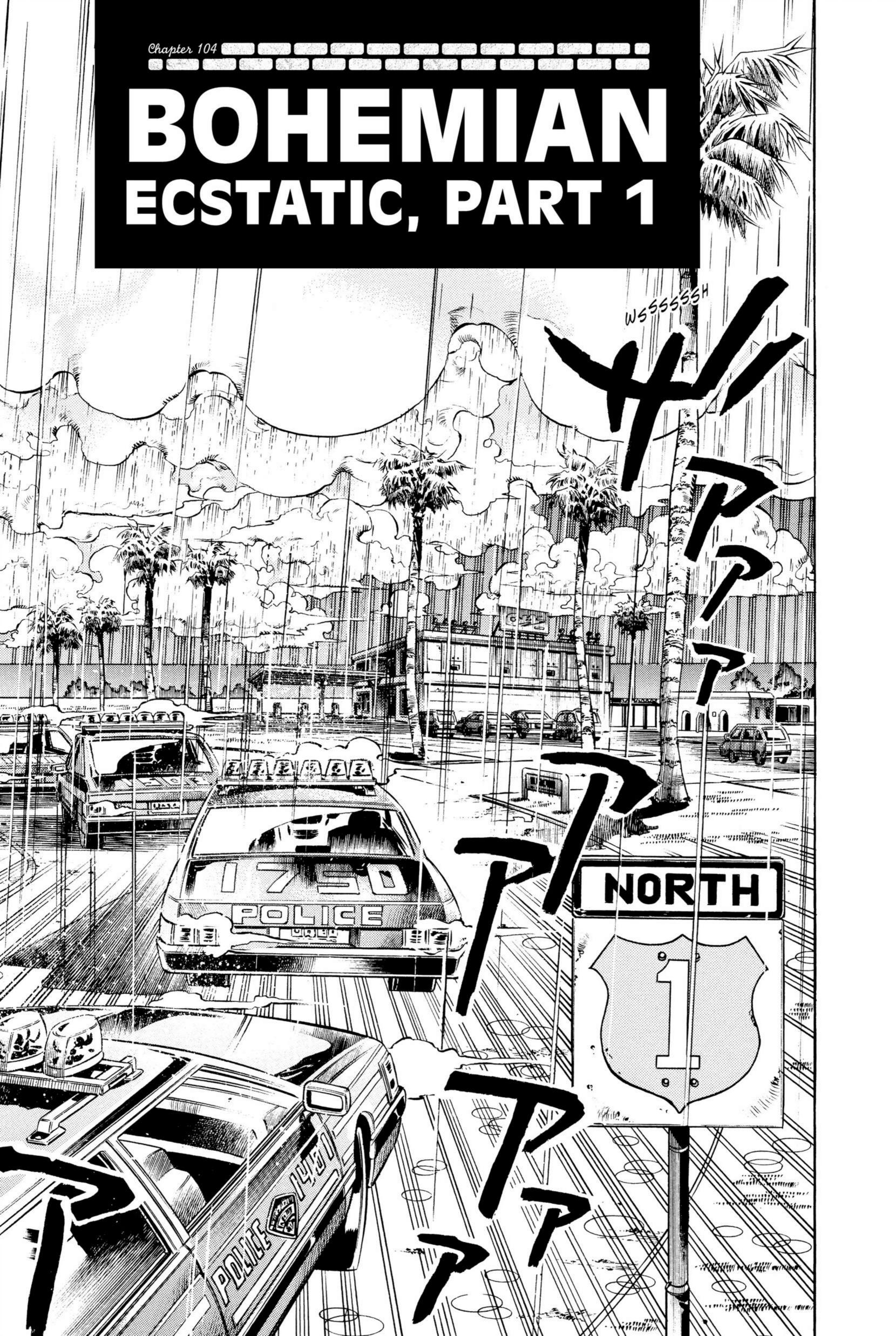


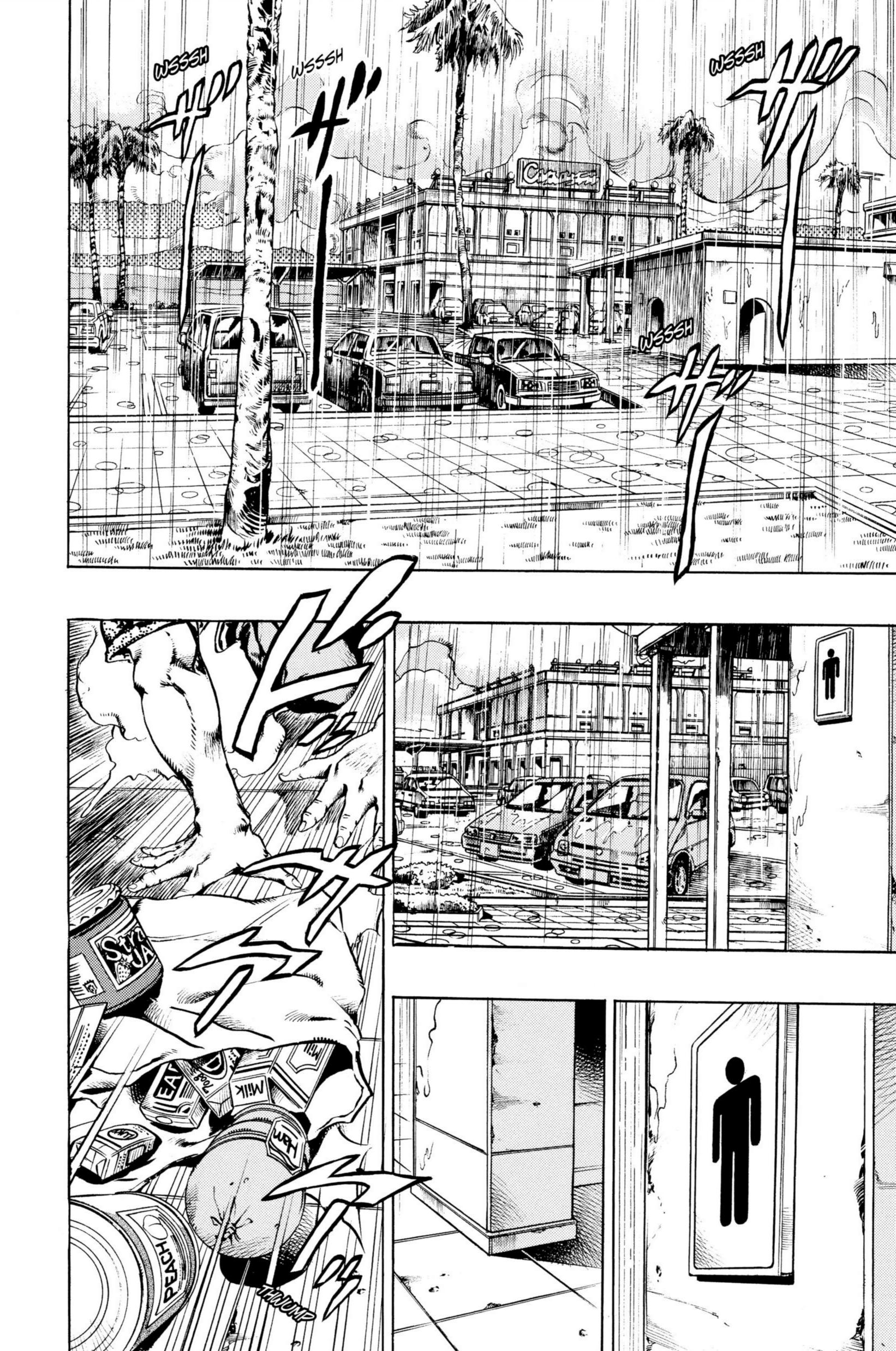






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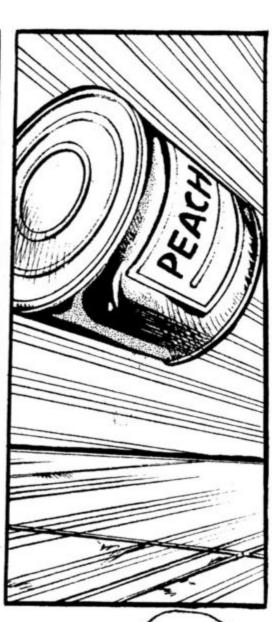












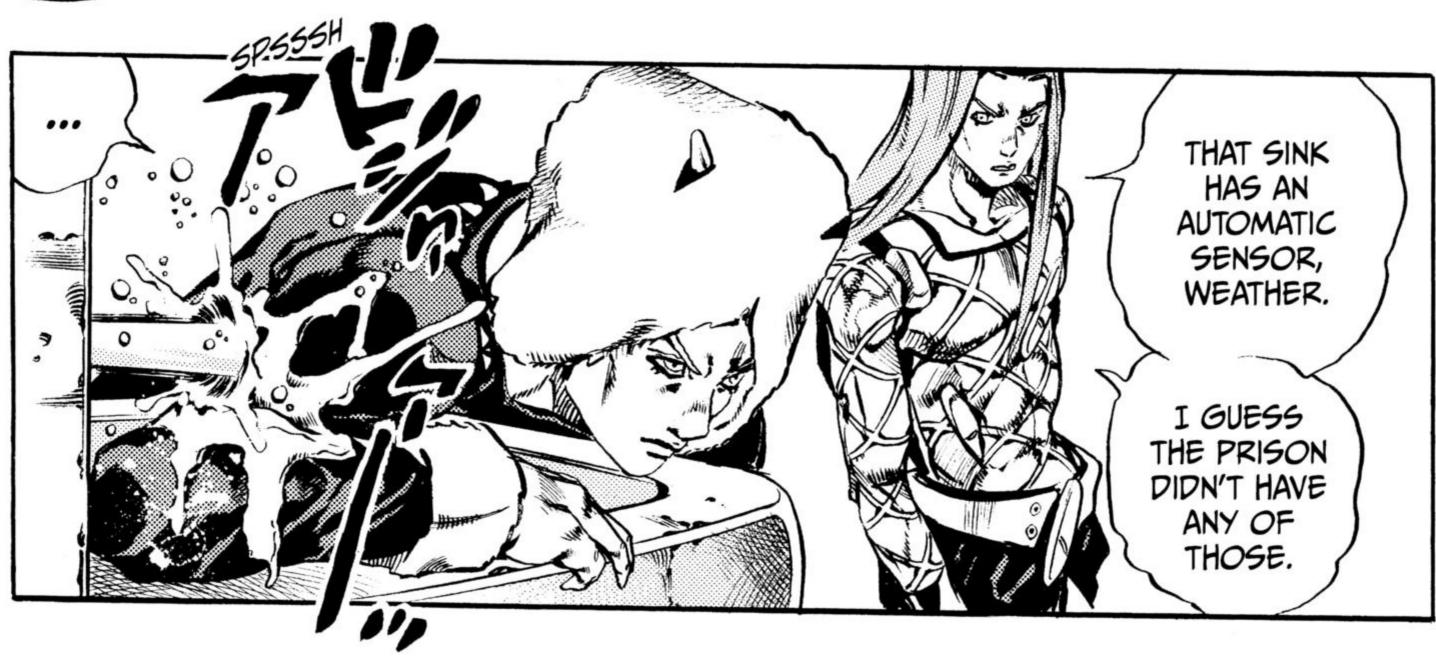
































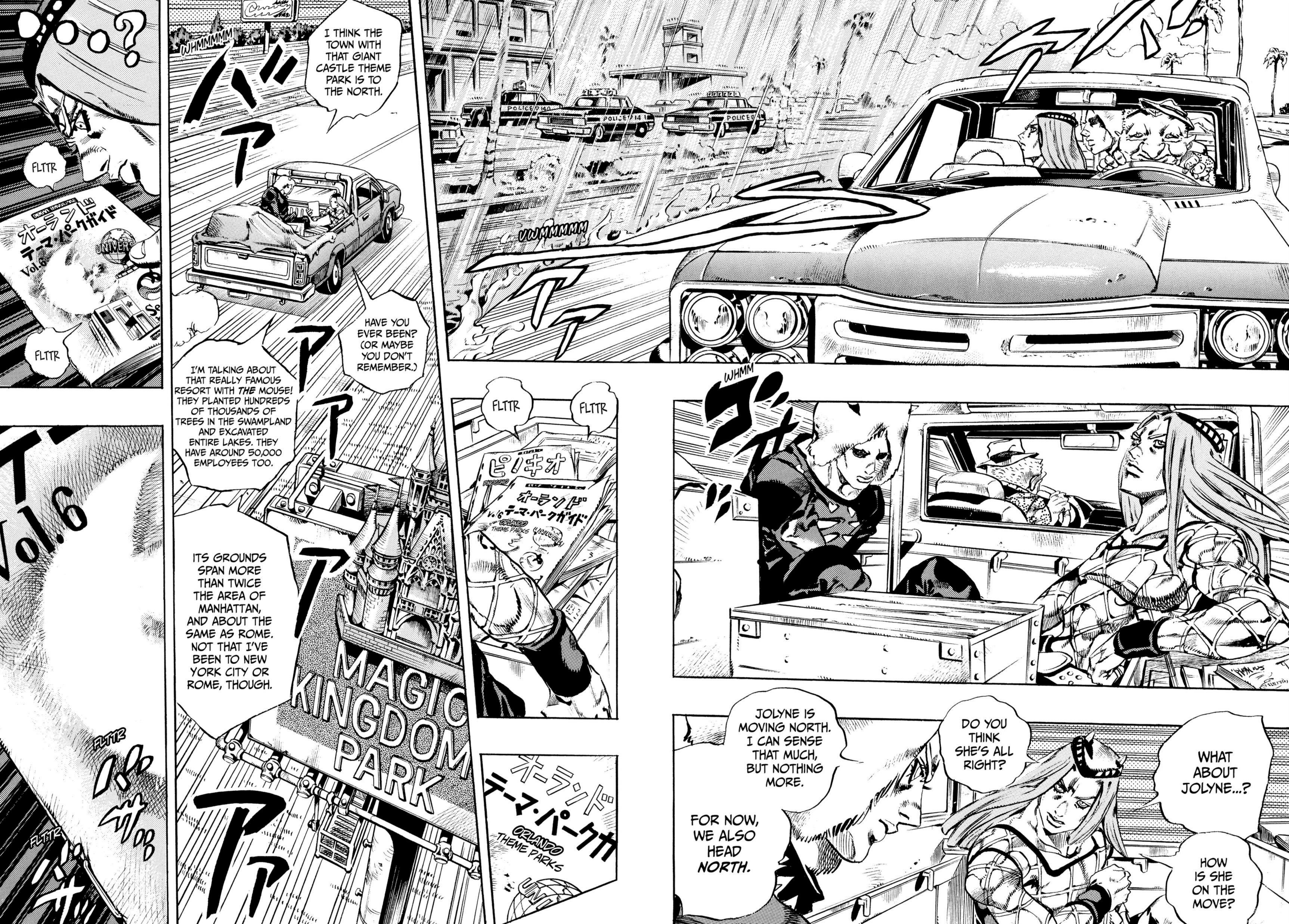
















COOL

WARE THE HIT

ECOUR





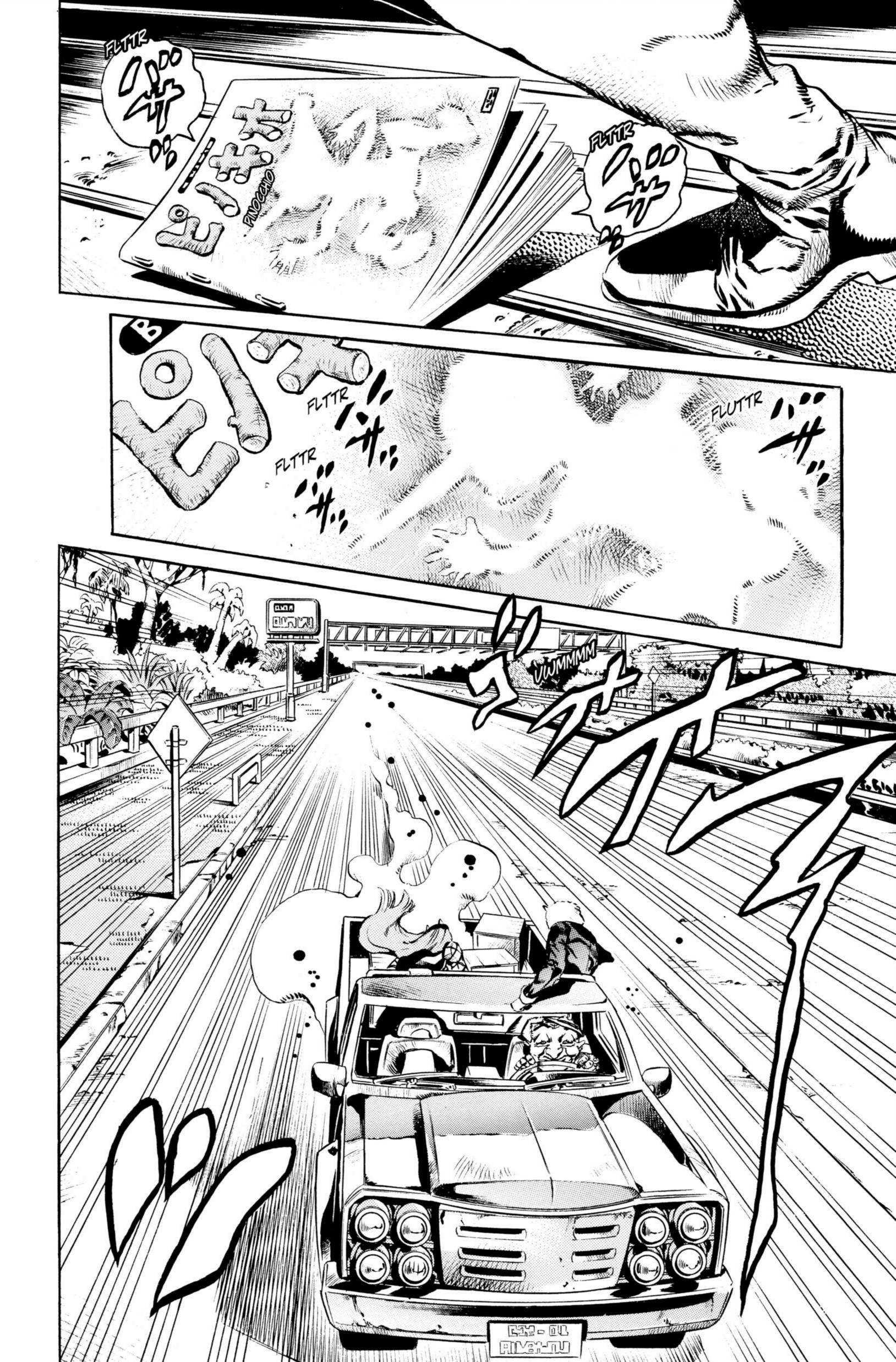










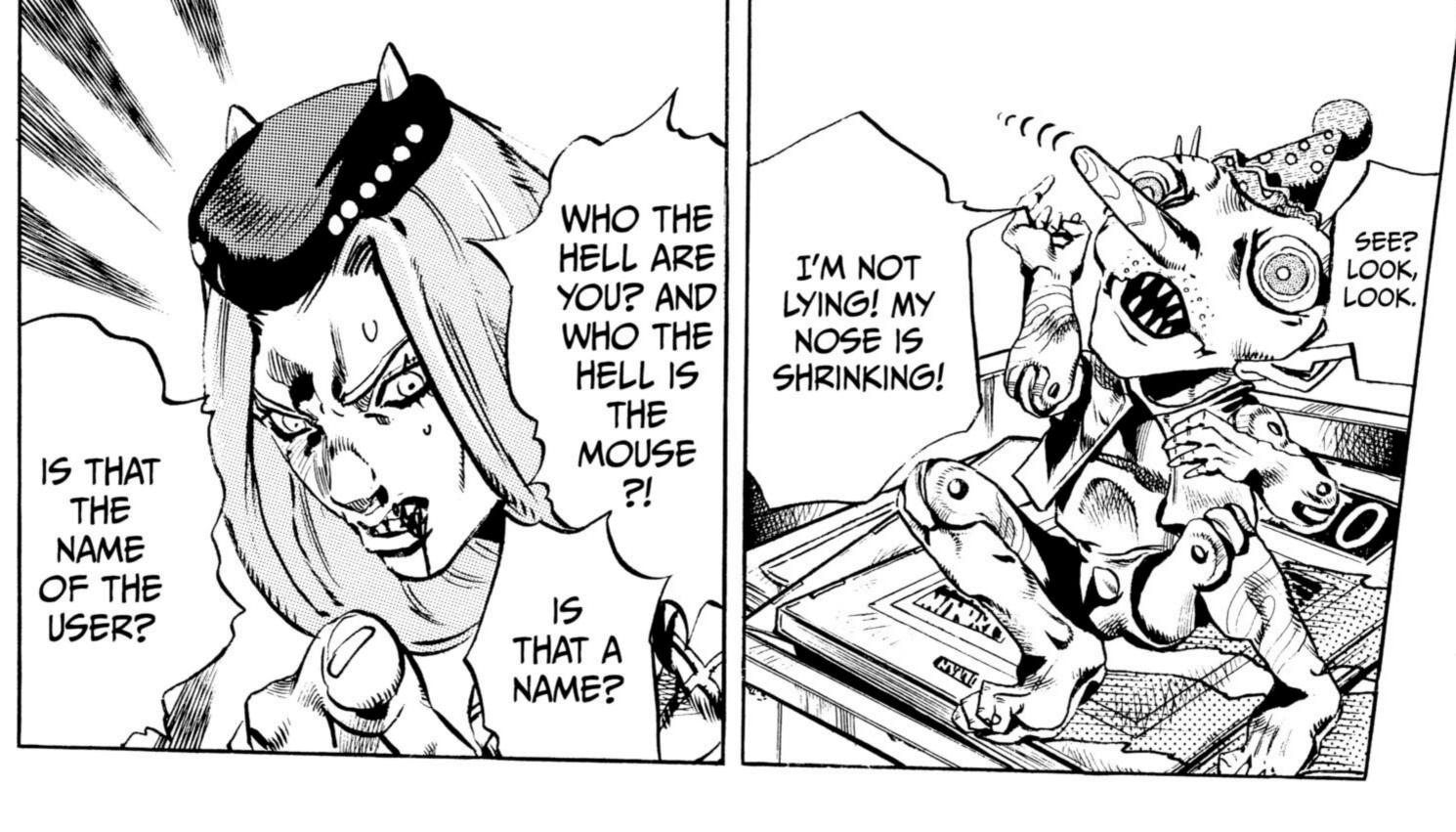










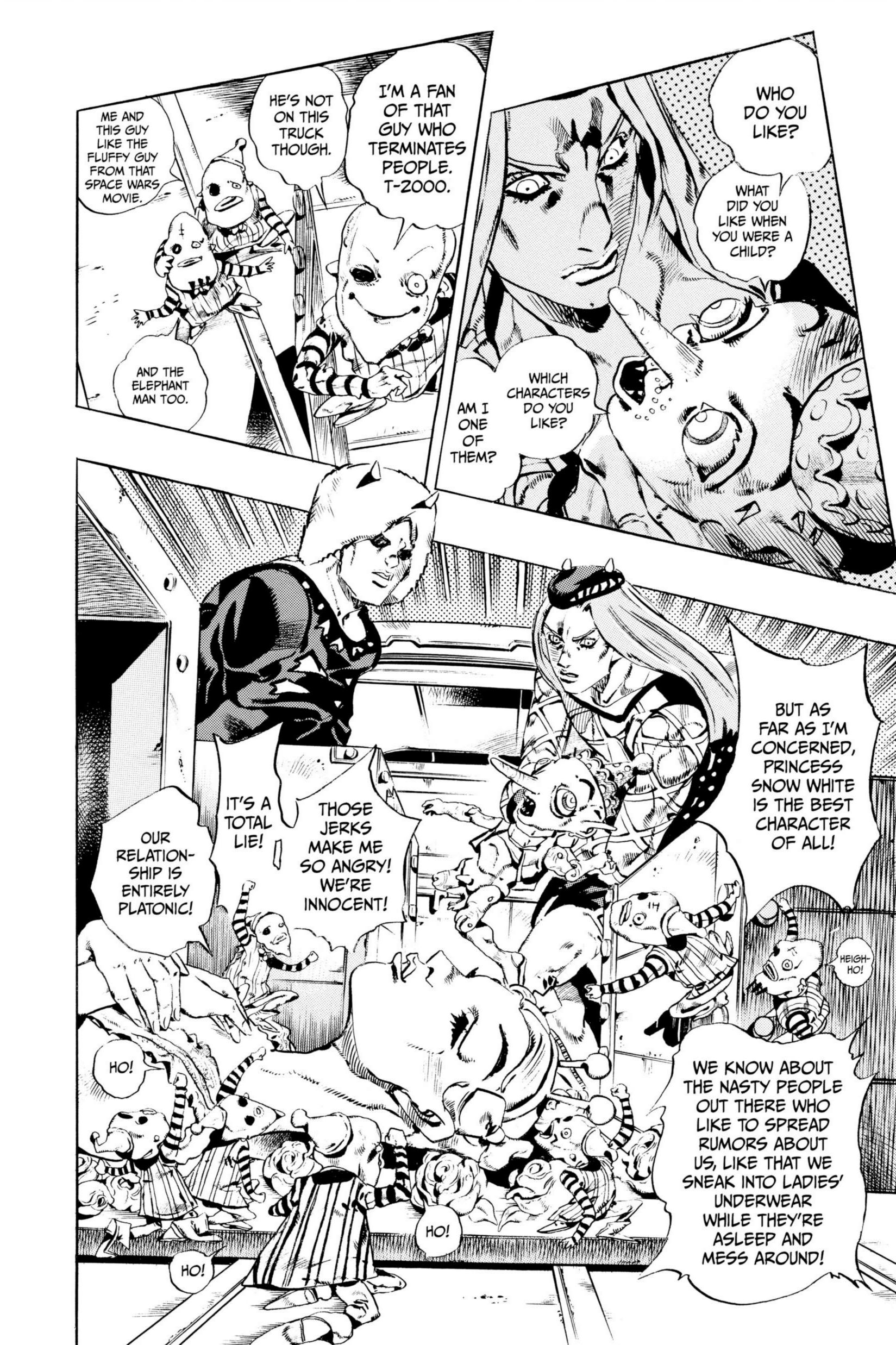














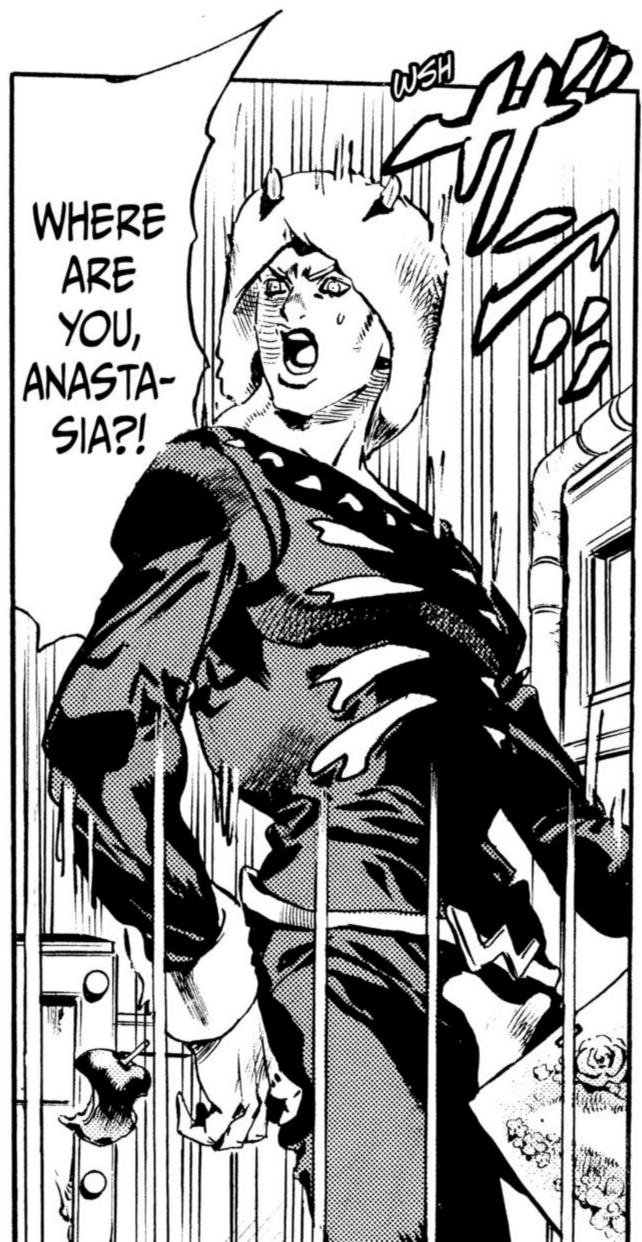


















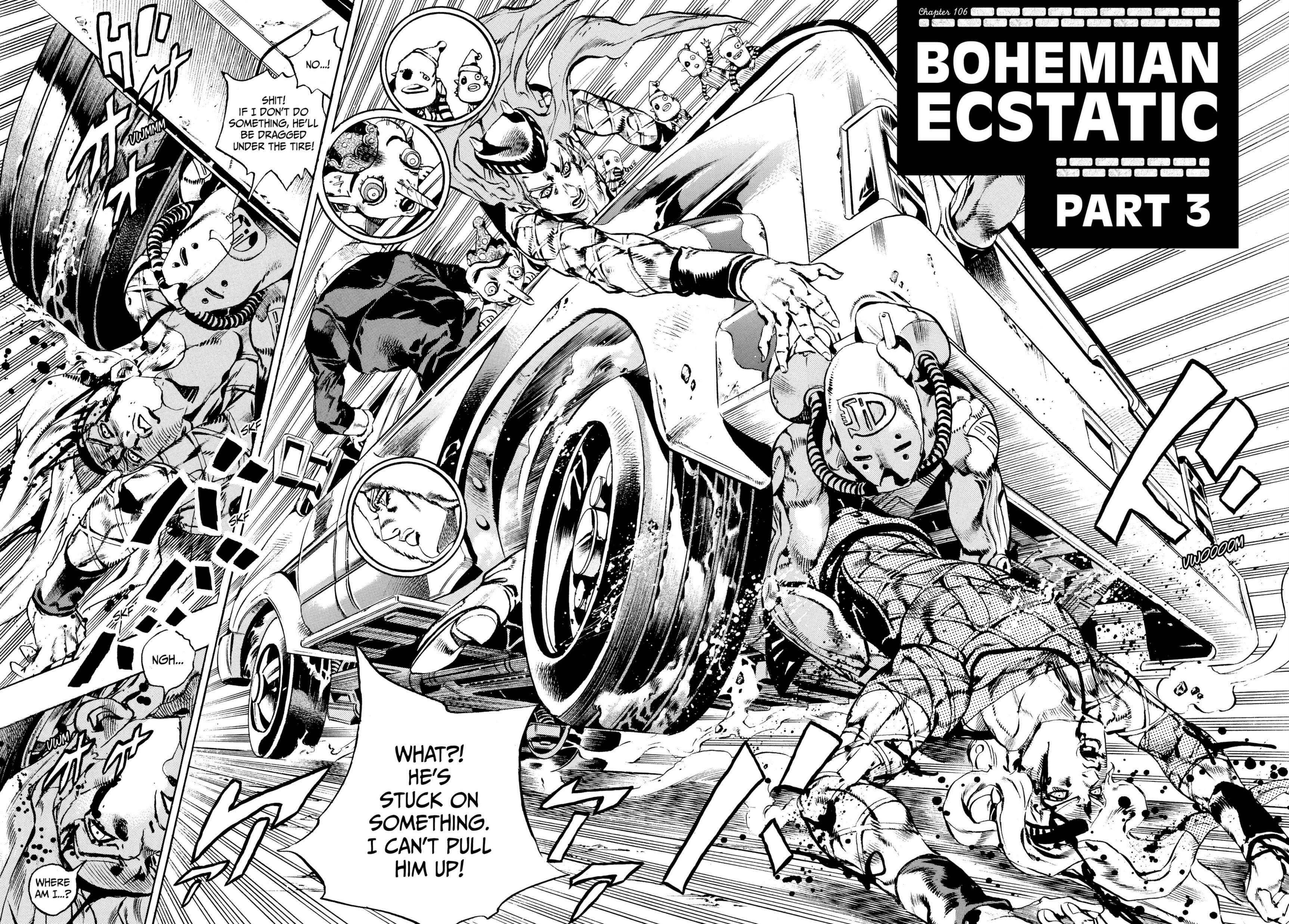


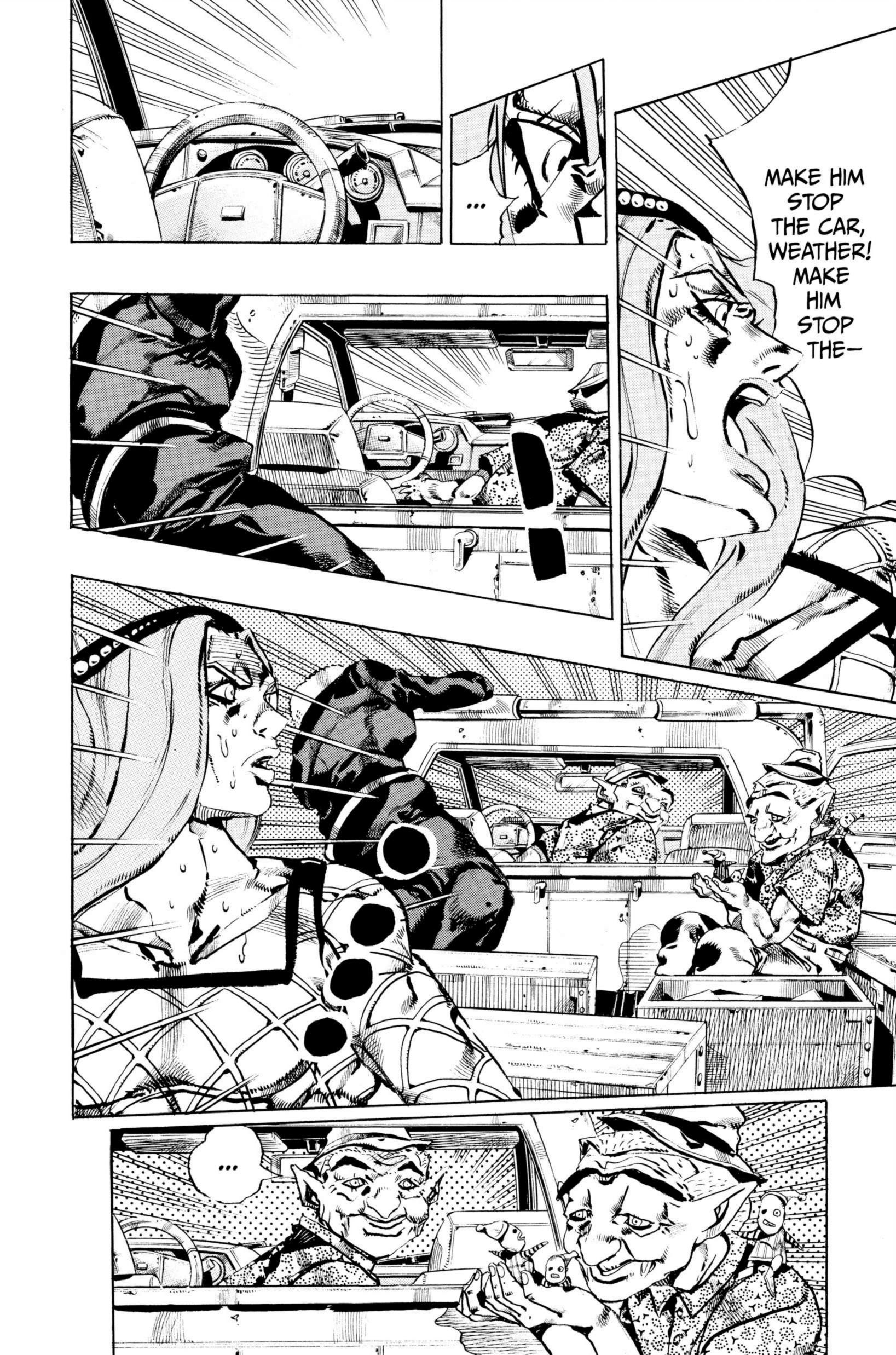




















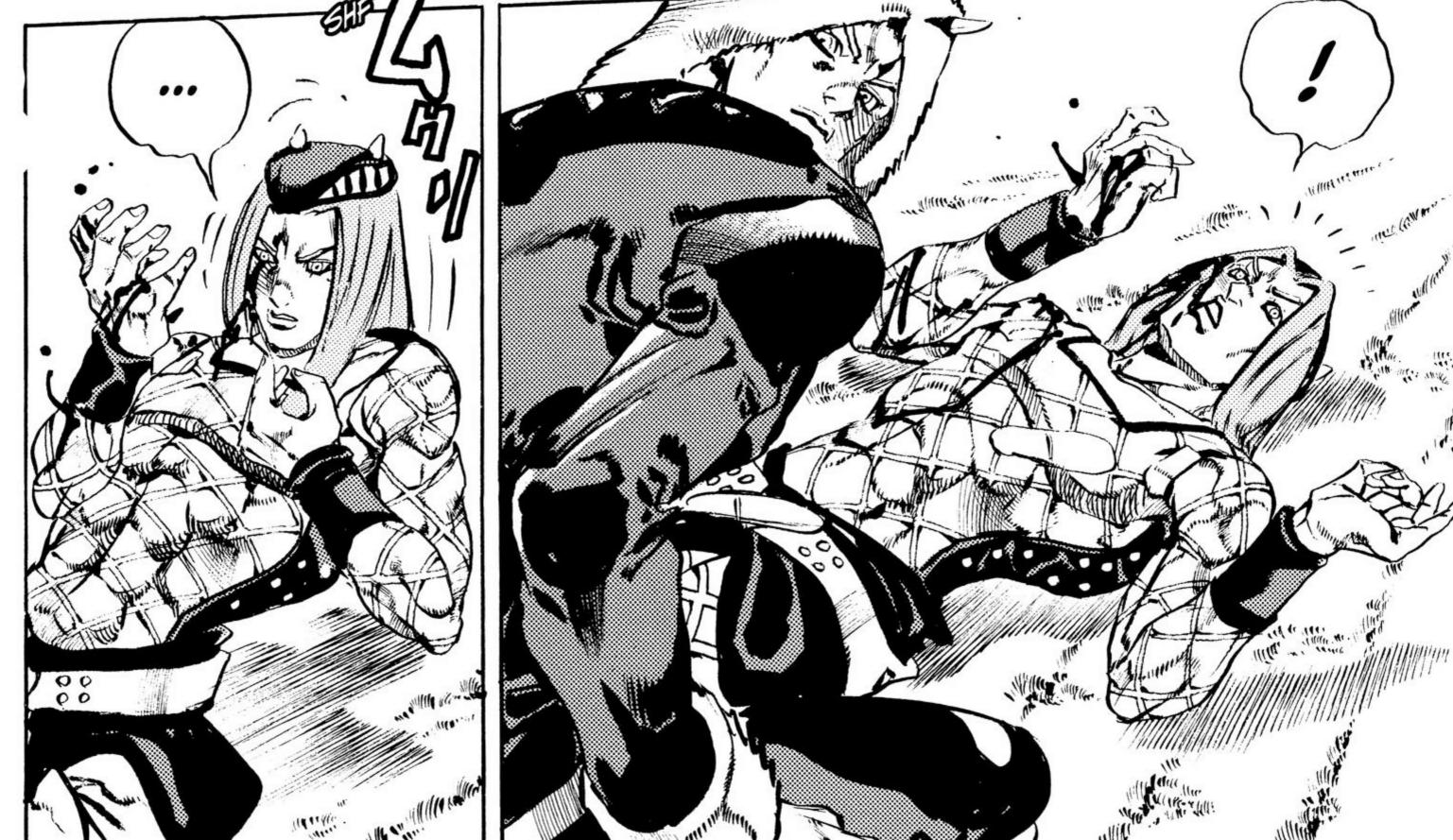






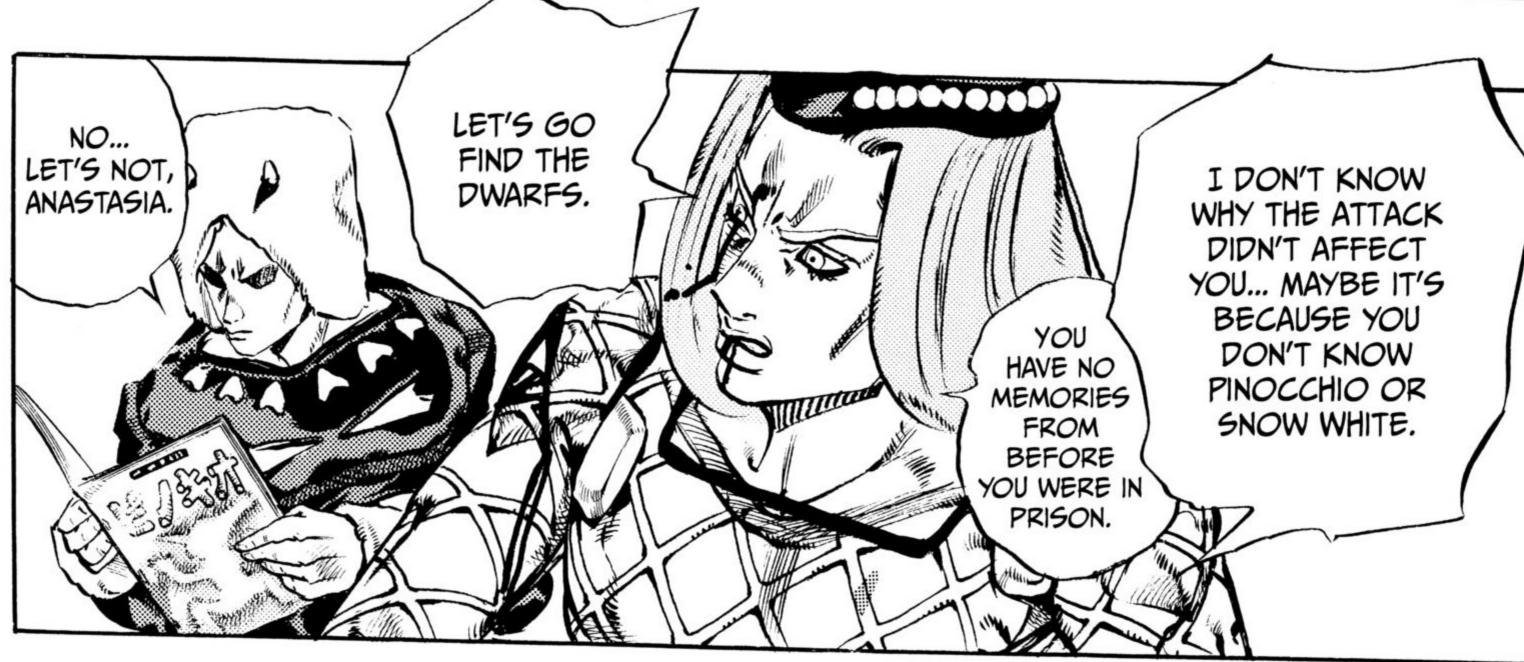


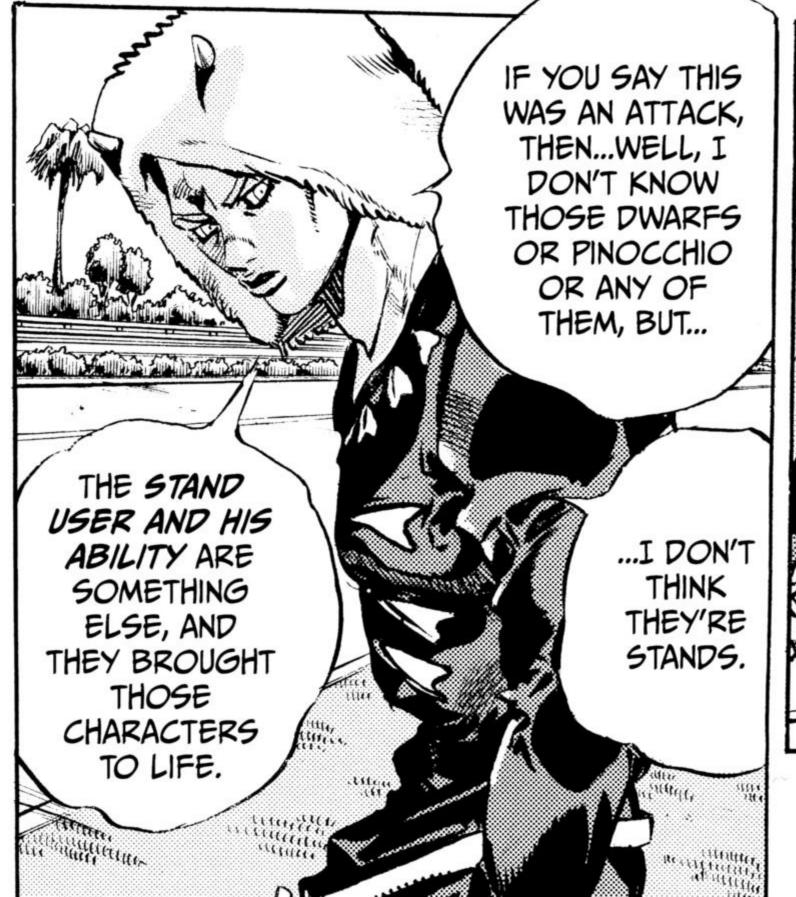










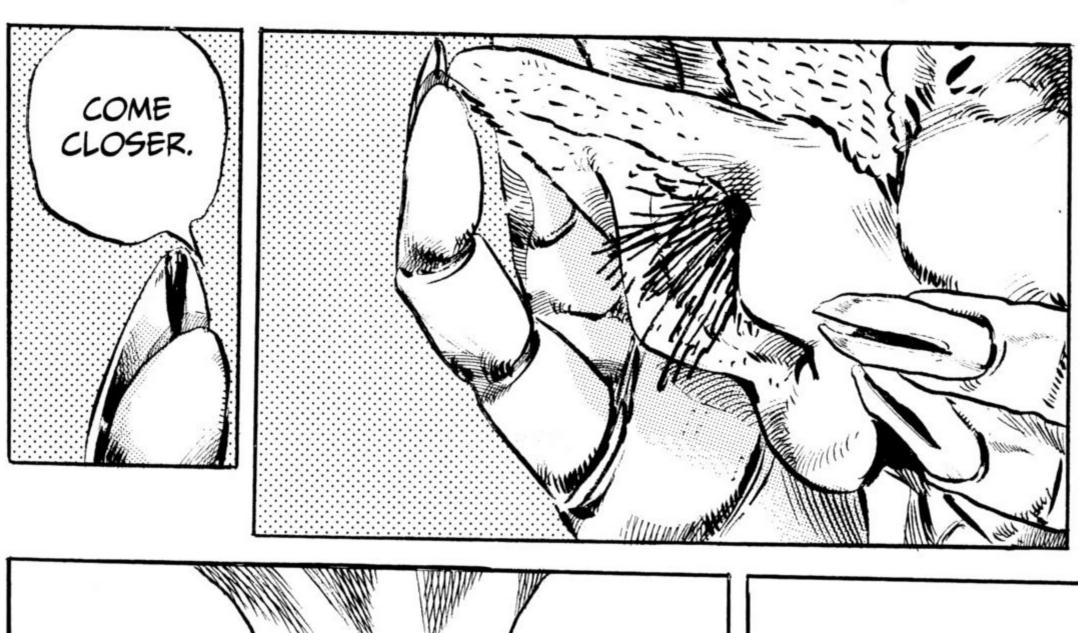








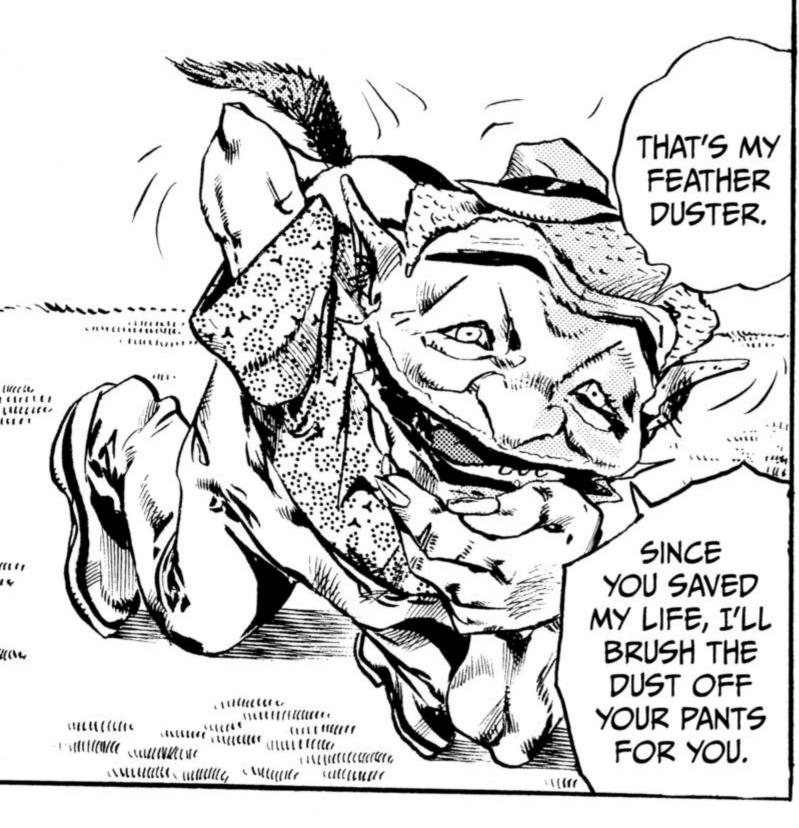




























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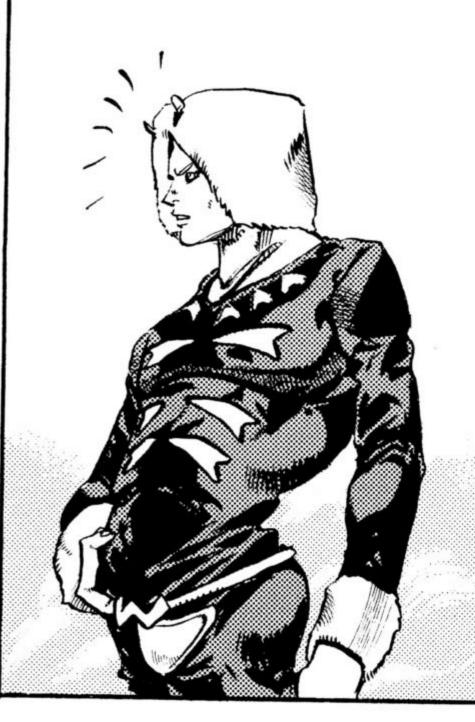


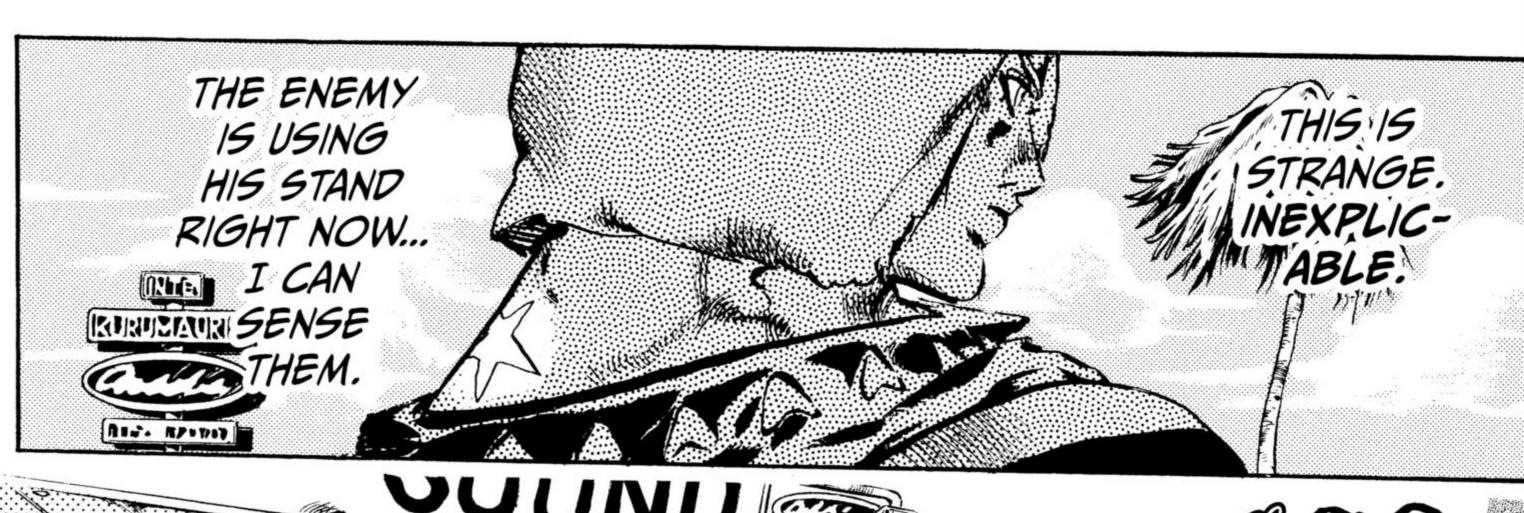














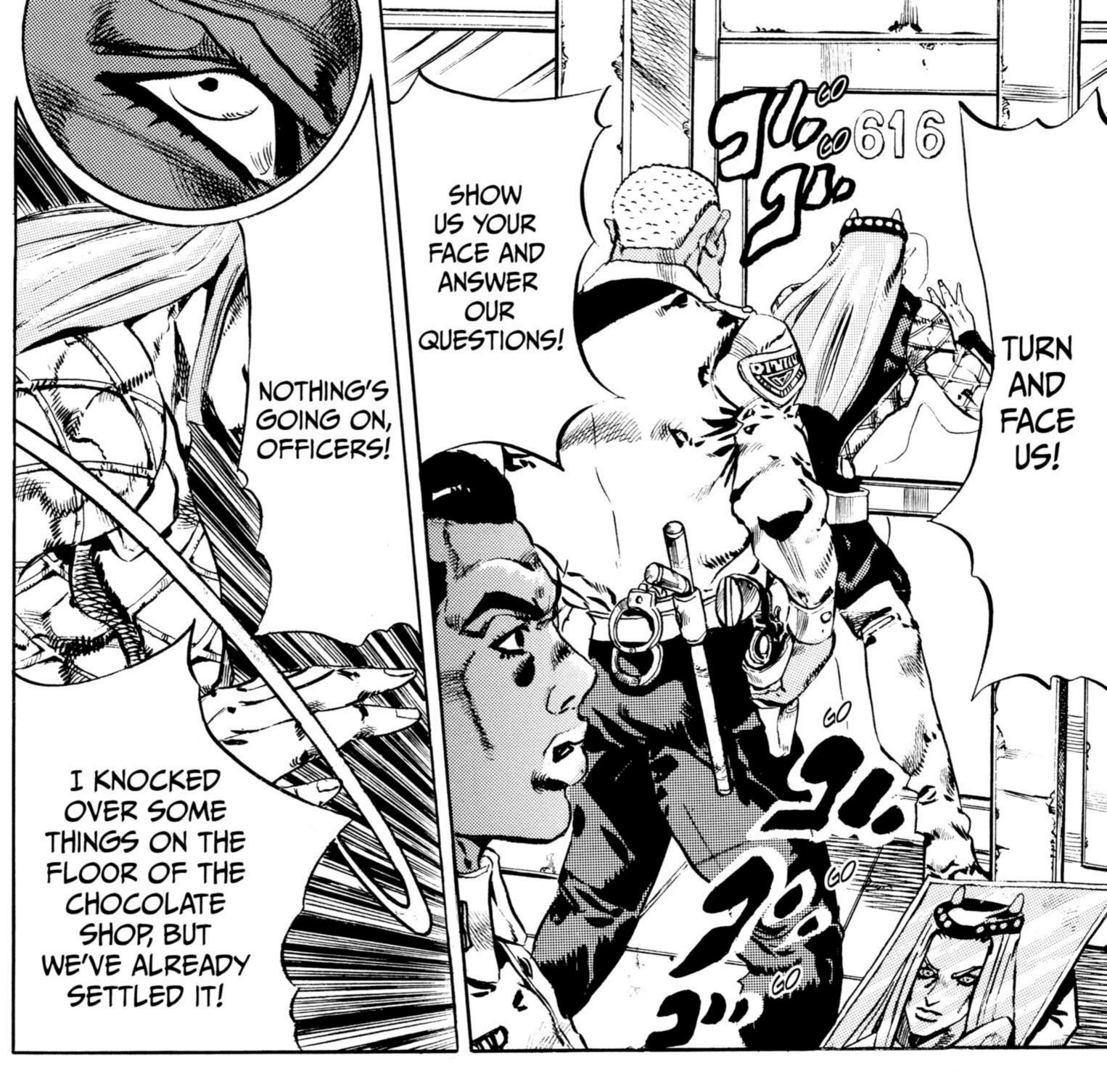


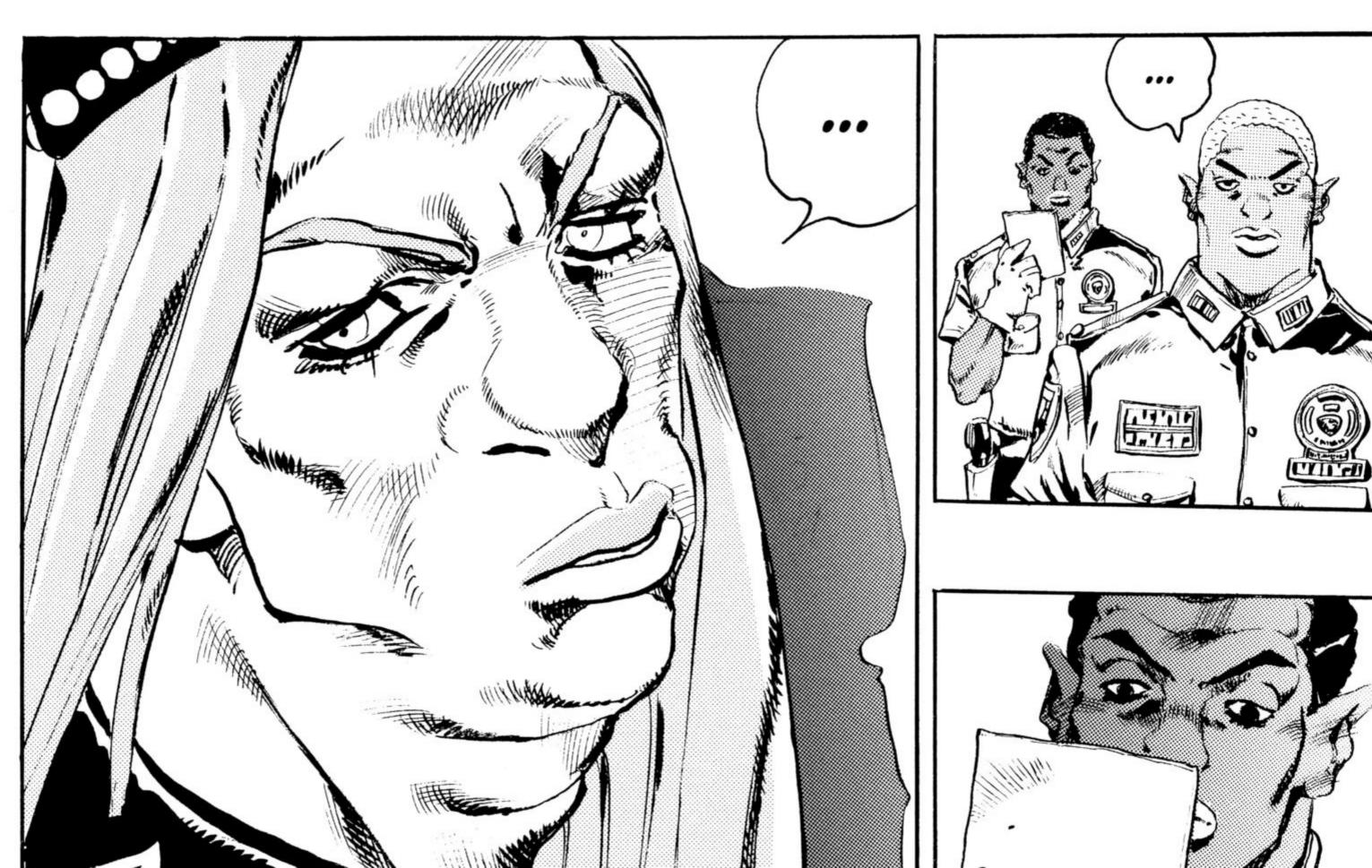






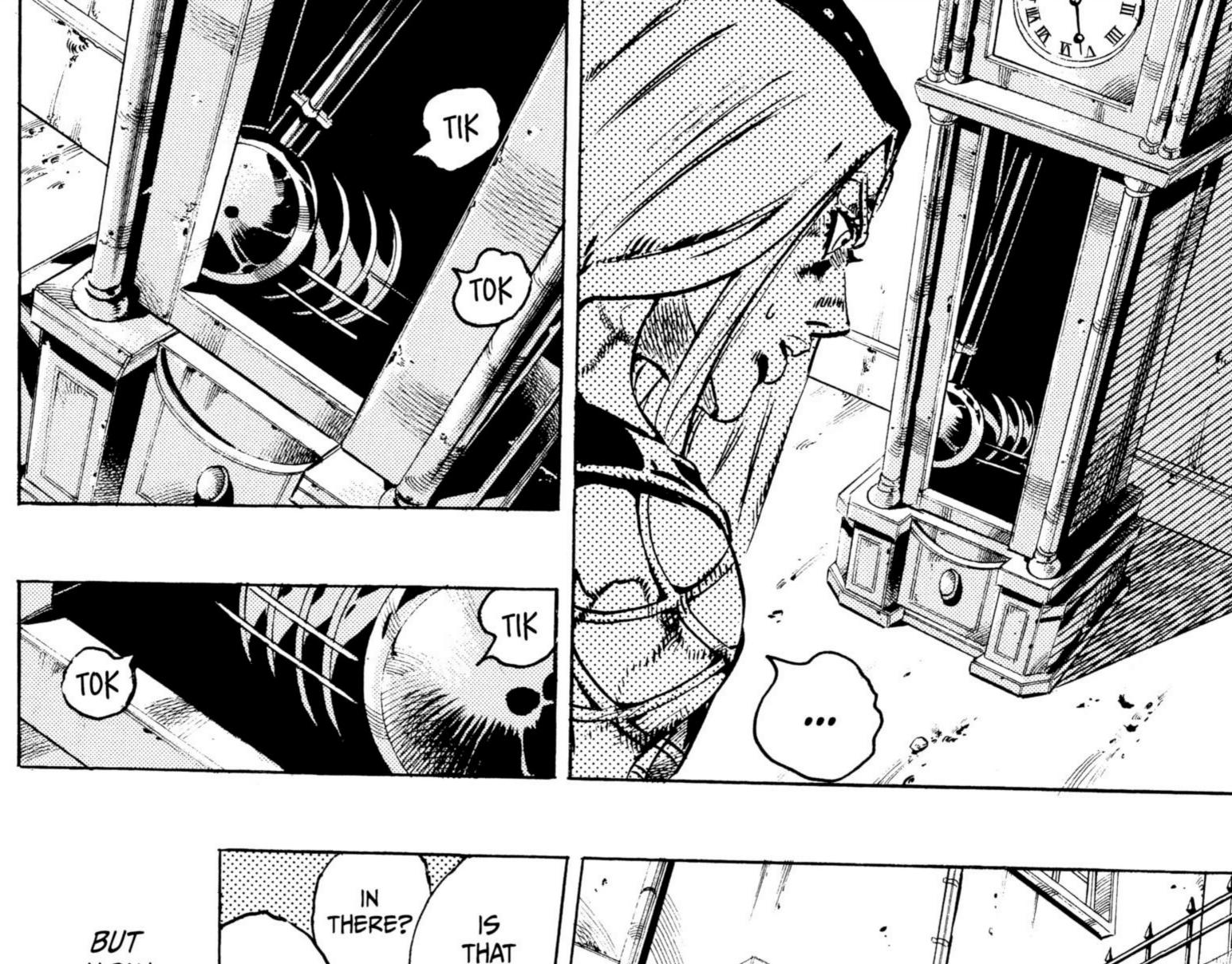




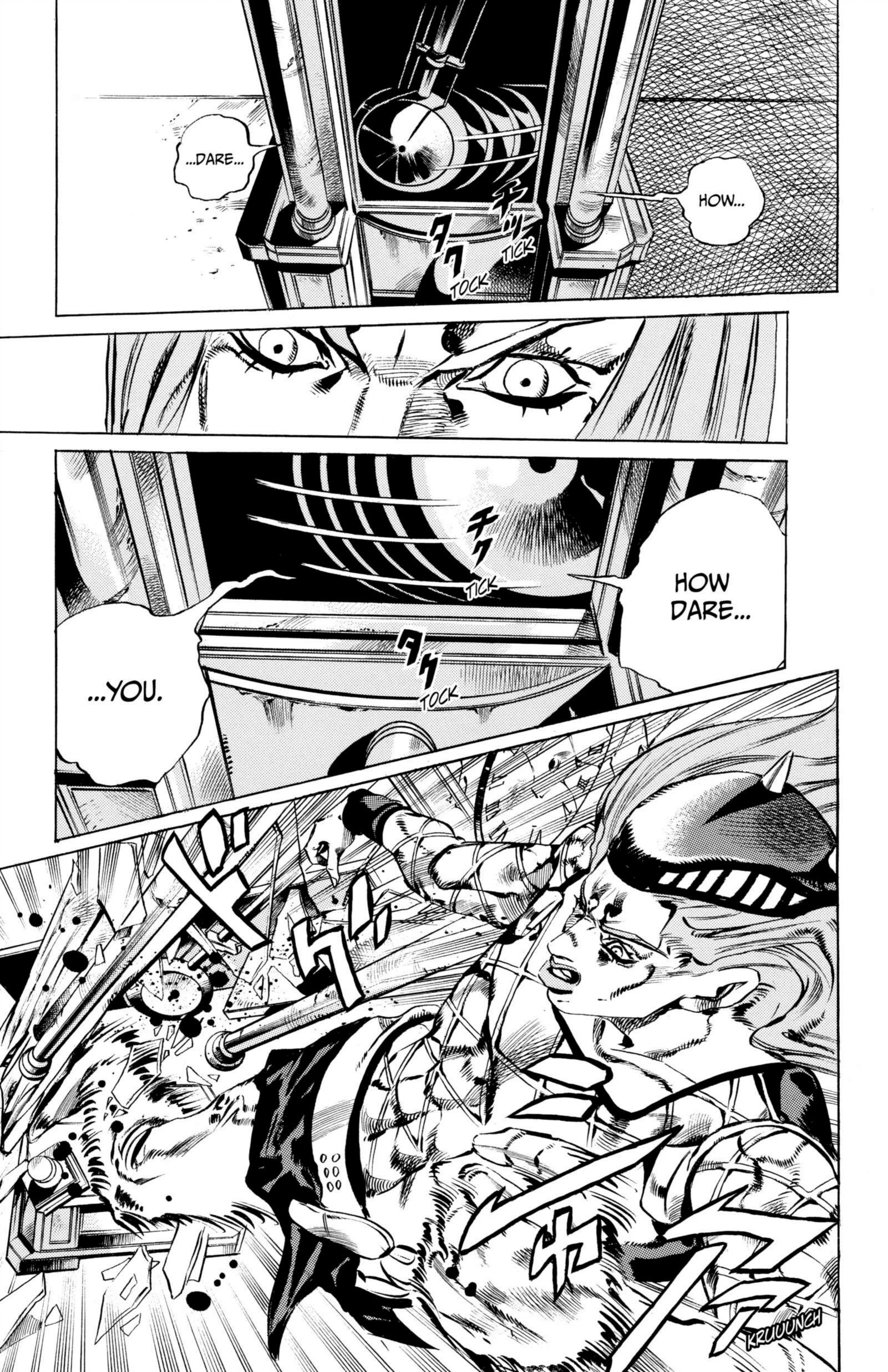








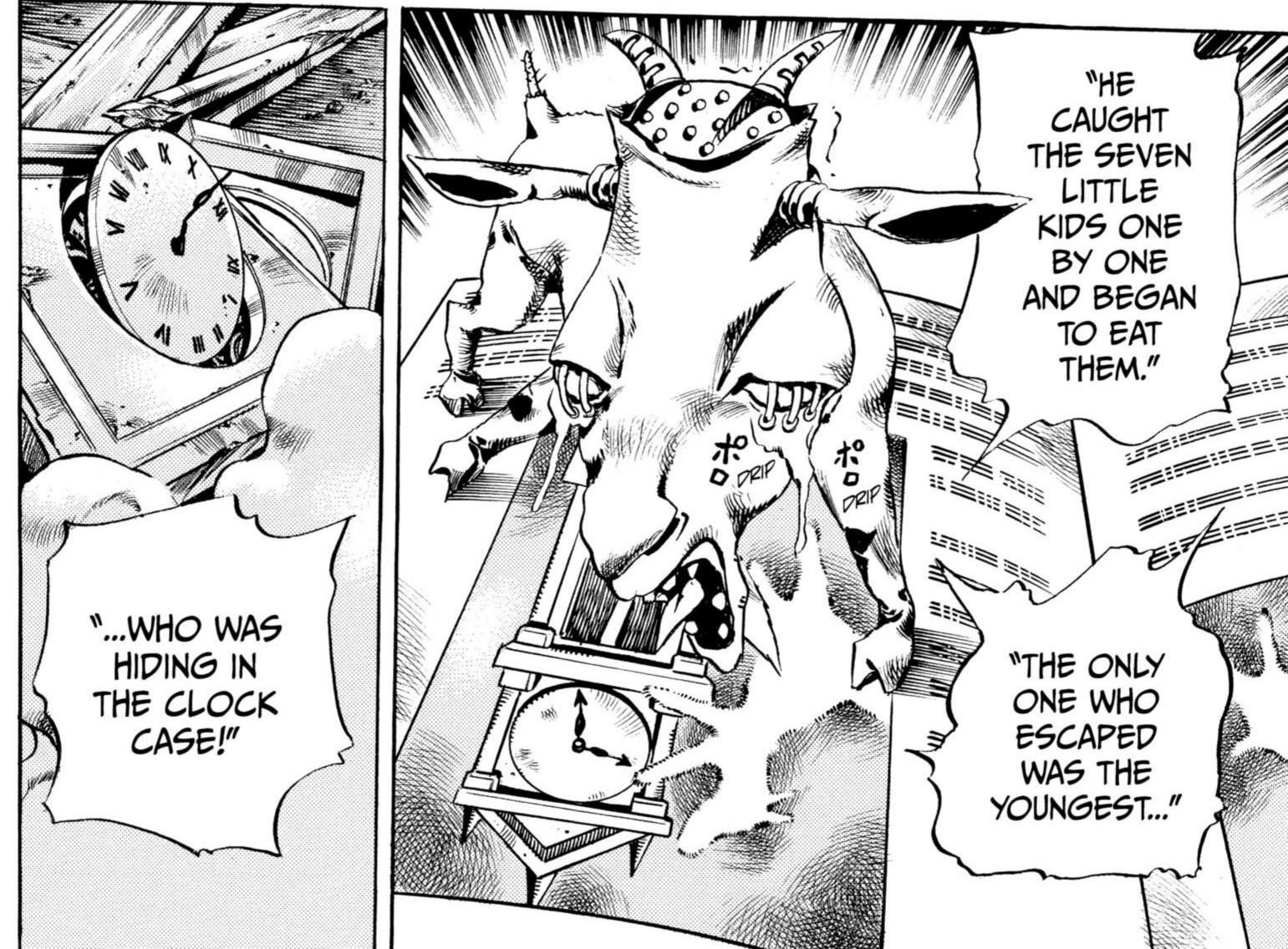




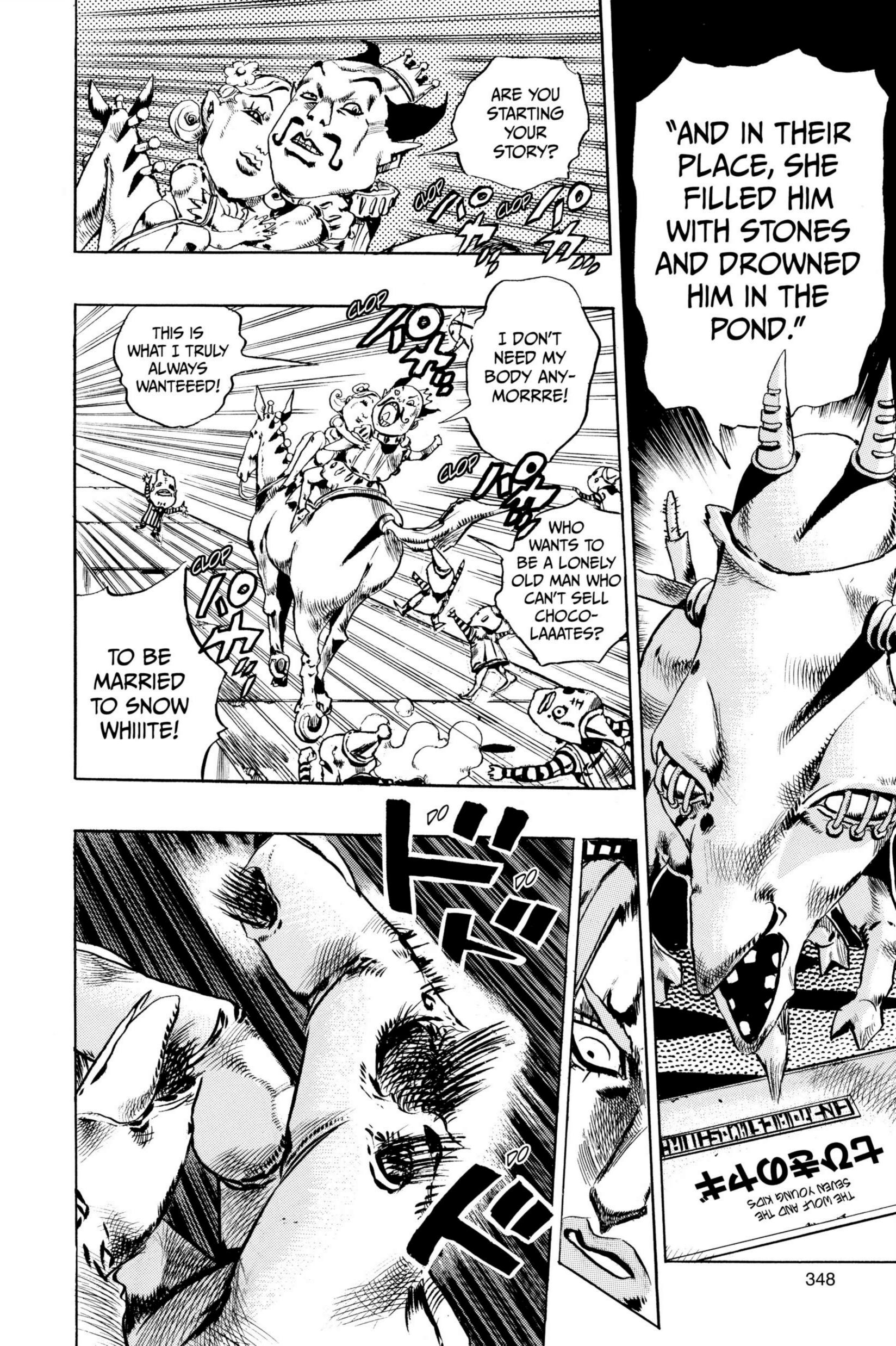






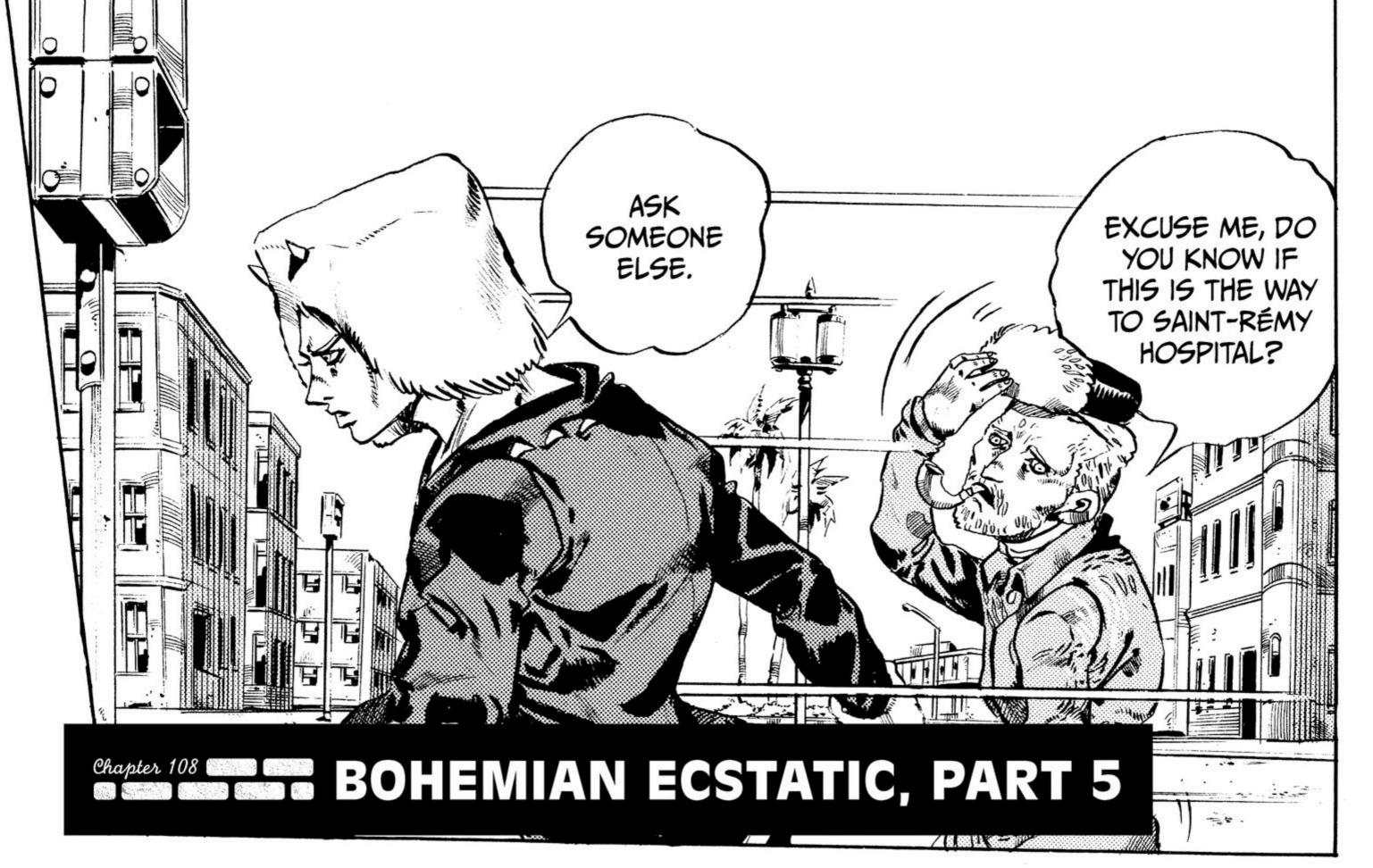




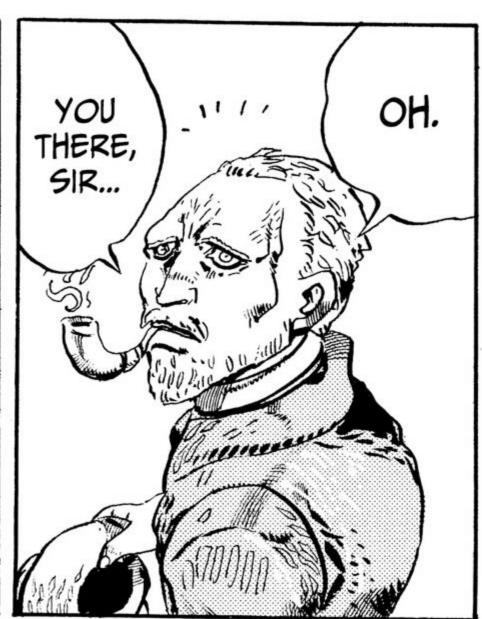
























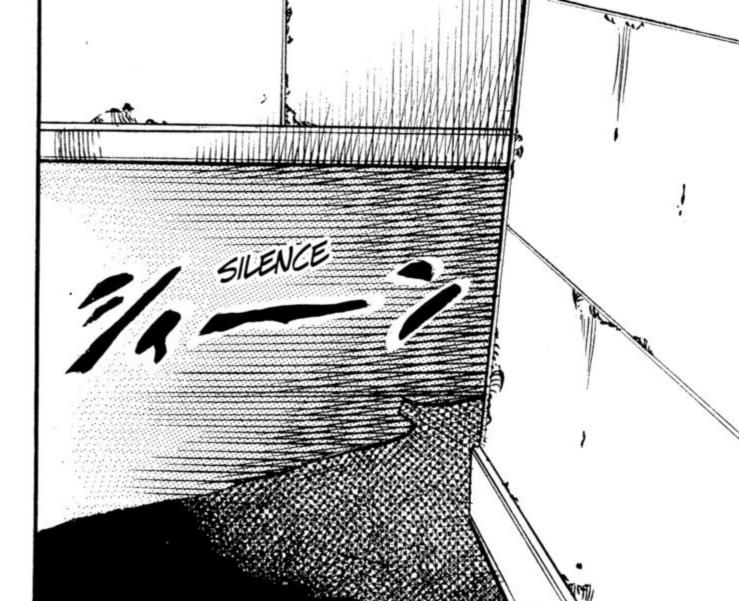






































Author's Comments

HOW TO DRAW MANGA WITHOUT GETTING EXHAUSTED

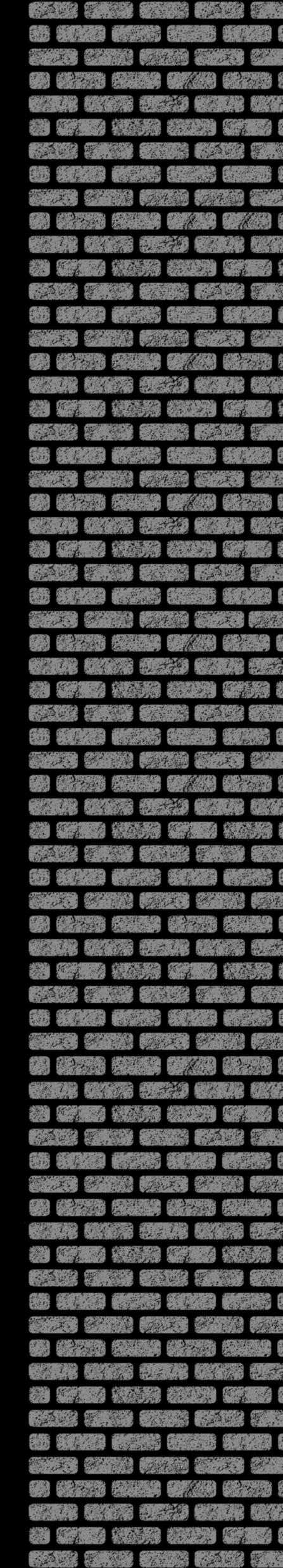
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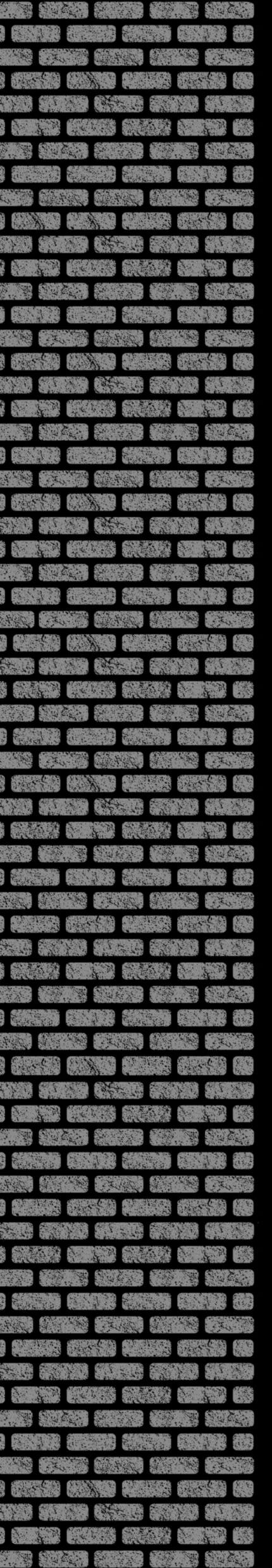
When some manga artists get extremely focused on drawing detailed areas while thinking, "I have to get this precisely right," they'll start holding their breath without realizing it. These artists are particularly prone to severe fatigue. Through personal experience, I've learned to breathe slowly when I put pen to paper. I think breathing while doing athletic activities works the same way. Well...I'm not sure if anyone but me thinks about this to such an extent, but still...



I visited Orlando, Florida for my research. Everyone knows it as the home to theme parks, but I also found the city itself to have a truly bizarre character of its own compared to other places in the world.

If I had to boil Orlando down to one phrase, it would be "a city built by people's hopes and dreams." Everything there feels like it's been calculated to be just the way it is, down to every patch of weeds, puddle of water, and everyone walking by looking happy. Normally I'd find that sort of place more unnerving, but that wasn't my experience at all. I felt calm and relaxed there.







Part 6 STONE OCEAN

VOLUME 6 BY HIROHIKO ARAKI

DELUXE HARDCOVER EDITION

Translation: NATHAN A COLLINS
Touch-Up Art & Lettering: MARK McMURRAY
Design: ADAM GRANO
Editor: RAE FIRST

JOJO'S BIZARRE ADVENTURE PART 6 STONE OCEAN
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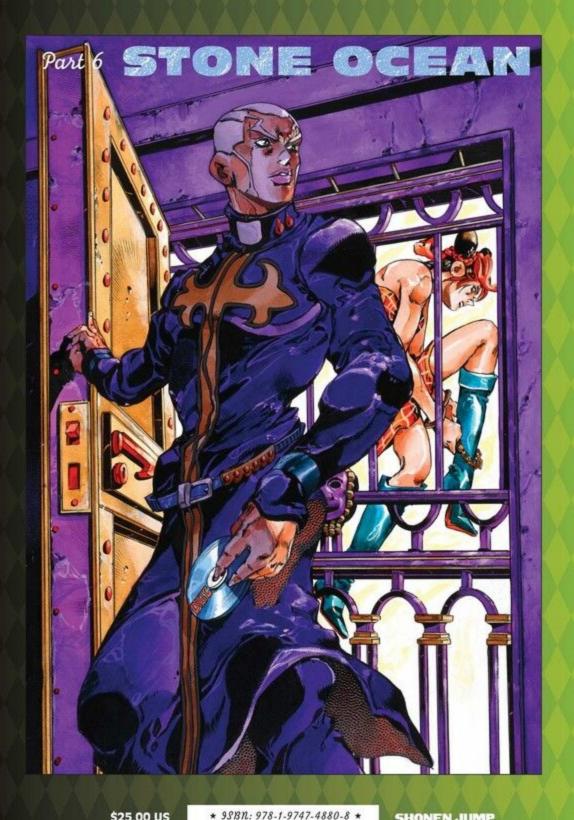






PARENTAL ADVISORY

JOJO'S BIZARRE ADVENTURE PART SIX: STONE OCEAN is rated T+ for Older Teen and is recommended for ages 16 and up. This volume contains graphic violence and some mature themes.



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